

## Activity 2 : ES6 Methods

**Objective:** Practice using common JS built-in methods to perform various operations.

**Instructions:**

1. Create an HTML file with a heading that says "ES6 Methods".
2. Create a JavaScript file and link it to the HTML file.
3. In the JavaScript file, you will find comments describing different tasks that need to be performed using common JS built-in methods. Your task is to write the code to complete these tasks.
4. The tasks to be completed are as follows:
  - ☐ Generate a random number between 1 and 10.
  - ☐ Guess what the random generated number is
  - ☐ Check if the user's input is a valid number
  - ☐ Check if the guess is correct.

```
// Generate a random number between 1 and 10.  
  
// Guess what the random generated number is  
  
// Check if the user's input is a valid number  
  
// Check if the guess is correct.
```