<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Number Guessing Game</title>

<script src="script.js" defer></script>

</head>

<body>

<h1>Number Guessing Game</h1>

<p>Enter a number between 1 and 10:</p>

<input type="text" id="guessInput" />

<button onclick="checkGuess()">Submit Guess</button>

<div id="result"></div>

</body>

</html>

let attempts = 3; // Number of attempts

let randomNumber;

let gameOver = false;

function generateRandomNumber() {

return Math.floor(Math.random() \* 10) + 1; // Generate a random number between 1 and 10

}

function checkGuess() {

if (gameOver) {

alert("Game Over. Click OK to restart.");

location.reload(); // Reload the page to restart the game

return;

}

let guessInput = document.getElementById("guessInput");

let resultDiv = document.getElementById("result");

if (attempts > 0) {

let userGuess = parseInt(guessInput.value);

if (isNaN(userGuess) || userGuess < 1 || userGuess > 10) {

resultDiv.innerHTML = "Please enter a valid number between 1 and 10.";

return;

}

if (!randomNumber) {

randomNumber = generateRandomNumber();

}

if (userGuess === randomNumber) {

resultDiv.innerHTML = "Congratulations! You guessed the correct number!";

} else {

resultDiv.innerHTML = "Sorry, the number was " + randomNumber + ". You lose!";

}

attempts--;

if (attempts === 0) {

gameOver = true;

resultDiv.innerHTML += "<br>Game Over. Click the button to restart.";

} else {

resultDiv.innerHTML += "<br>You have " + attempts + " attempt(s) remaining.";

}

}

}