

Connecting Javascript with HTML

(Let the fun begin)

Touch the Numbers (proj name: touch-nums)

- User sees a board with 16 cells, containing numbers 1..16, in a random order
 - Hint: use an HTML table
 - Hint: Nice technique for building the board:
place the 16 numbers in a simple array, shuffle it, then build the <table> by popping a number from the nums array.
 - Note: there is **no need** to use as matrix in this exercise
- User should click the buttons in a sequence (1, 2, 3,... 16)
- When user clicks the a button - call a function cellClicked(clickedNum)
 - If right – the button changes its color
 - When user clicks the wrong button nothing happen
- When user clicks the first number, game time starts and presented (3 digits after the dot, like in: 12.086)
- Add difficulties (larger boards: 25, 36)

Here are 2 design samples:

