Week 6 on Building Applications in PHP

For this assignment, each student is given a different "correct" answer which must be used in your code. You will write a guessing game in PHP that takes GET parameters and plays the game.

NOTE: You need NGROK as part of the assignment to submit in the autograder

STEP 1: Copy the code of the guess.php, you need to edit the part of the goal (according to the autograder) and the title must be your whole name and the string provided

```
<html>
<head>
<title>Amber Clarisse Cubacub 726fc755</title>
</head>
<body>
<h1>Welcome to my guessing game</h1>
>
<?php
 if ( ! isset($ GET['guess']) ) {
    echo("Missing guess parameter");
 } else if ( strlen($ GET['guess']) < 1 ) {</pre>
    echo("Your guess is too short");
  } else if ( ! is numeric($ GET['guess']) ) {
    echo("Your guess is not a number");
 } else if ( $ GET['guess'] < 53) {</pre>
    echo("Your guess is too low");
  } else if ( $_GET['guess'] > 53) {
    echo("Your guess is too high");
    echo("Congratulations - You are right");
?>
</body>
</html>
```

```
} else if ( $_GET['guess'] < 53) {
   echo("Your guess is too low");
} else if ( $_GET['guess'] > 53) {
   echo("Your guess is too high");
} else {
   echo("Congratulations - You are right");
}
```

- This part you will edit

Step 2: Run it first in XAMPP or MAMP to know the PHP code if it runs correctly

Step 3: Open the NGROK in Command Prompt

cd Desktop ngrok http 80

You will see this in the command prompt



Step 4: Paste the given code in the forwarding part of the NGROK and with the remaining localhost URL Host

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