



DEPARTMENT OF COMPUTER STUDIES
ITEC 106 – IT ELECTIVE 2 (WEB SYSTEM AND TECHNOLOGIES 2)

Name : Orbasido, Andrew C.	Section : BSIT 3C
Assignment No : 3	Submission Date : Apr. 06, 2024
Assignment Title: Guessing Number Game	

Code :

HTML FILE

```
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Number Guessing Game</title>
  <link rel="stylesheet" href="Number_Guessing.css">
</head>
<body>
  <div class="container">
    <h1>Number Guessing Game</h1>
    <p>Guess a number between 1 and 10:</p>
    <input type="number" id="guessInput">
    <button onclick="checkGuess()">Guess</button>
    <p id="message"></p>
  </div>
  <script src="Number_Guessing.js"></script>
</body>
</html>
```

JS FILE

```
const randomNumber = Math.floor(Math.random() * 10) + 1;
let attempts = 0;

function checkGuess() {
  attempts++;
```

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```
const userGuess = parseInt(document.getElementById('guessInput').value);

const message = document.getElementById('message');

if (isNaN(userGuess) || userGuess < 1 || userGuess > 10) {
    message.textContent = 'Invalid input: Please Input number between 1 - 10';
    message.style.color = 'black';
    return;
}

if (userGuess === randomNumber) {
    message.textContent = `Congratulations! You guessed the correct number (${randomNumber}) in ${attempts} attempts!`;
    message.style.color = 'green';
    document.getElementById('guessInput').disabled = true;
} else if (userGuess < randomNumber) {
    message.textContent = 'Too low! Try a higher number.';
    message.style.color = 'red';
} else {
    message.textContent = 'Too high! Try a lower number.';
    message.style.color = 'red';
}

document.getElementById('guessInput').value = '';
}
```

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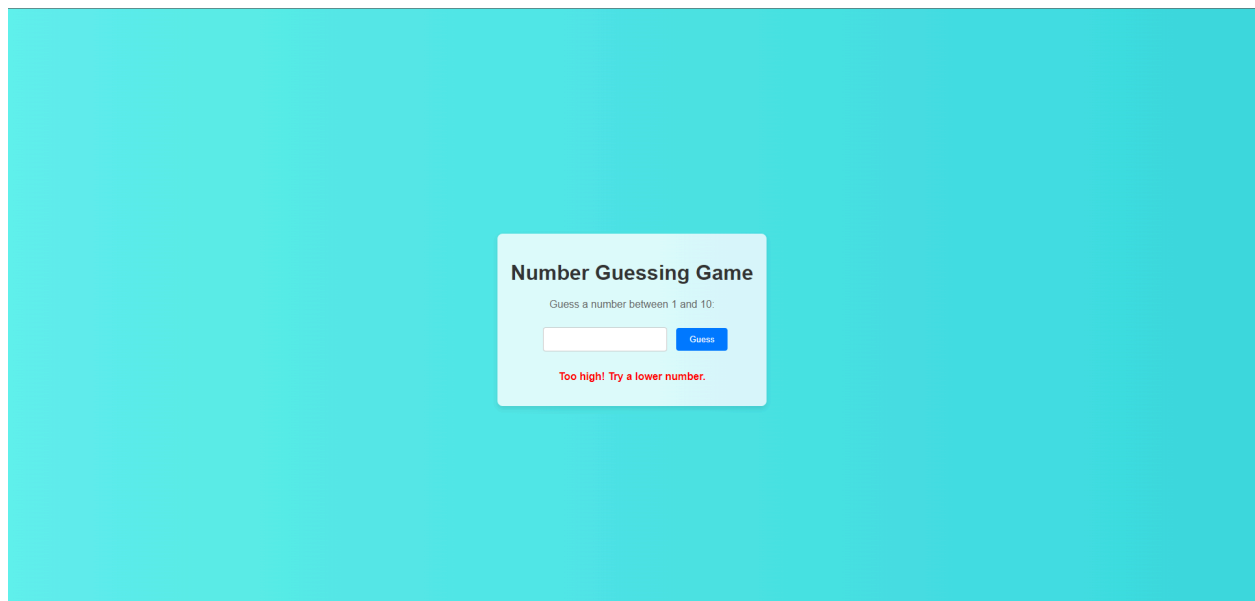
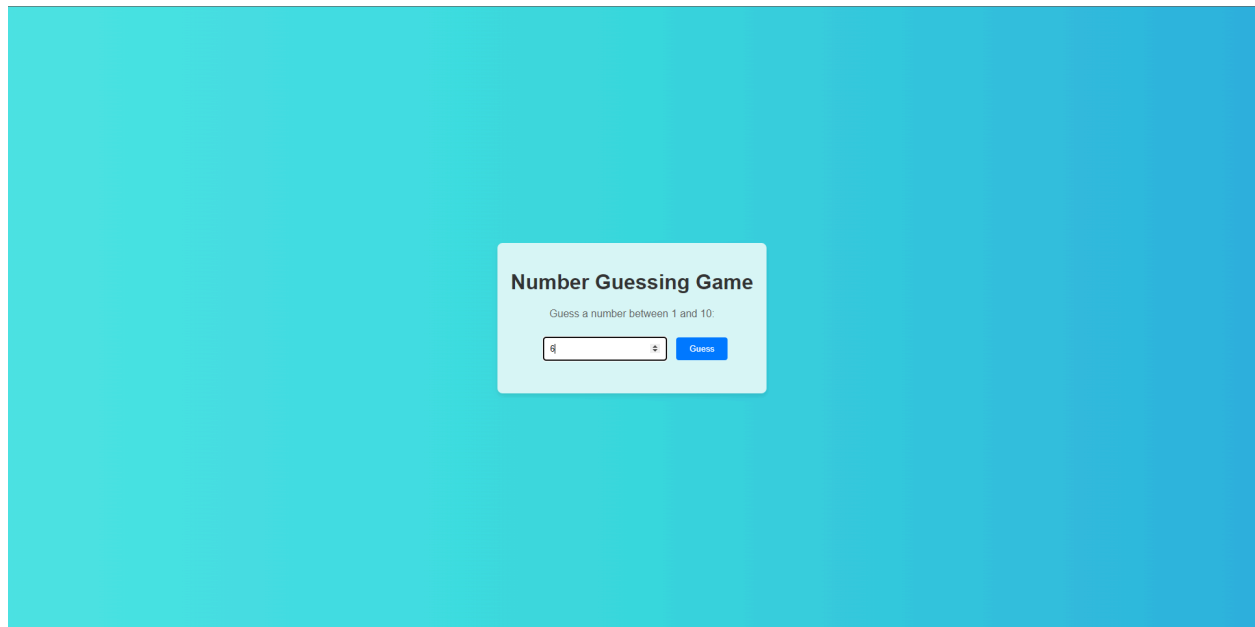
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SCREENSHOT



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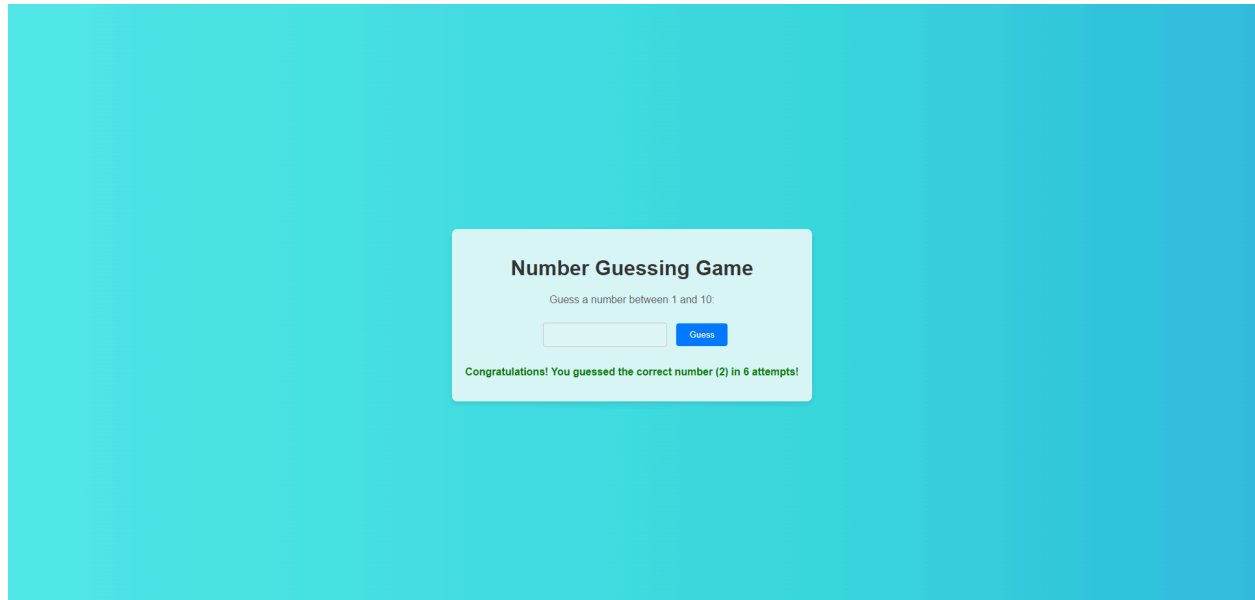
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Dictionary:

- **Math.floor** - Math.floor() is used to ensure that the random number generated (Math.random() * 10) is an integer between 0 and 9.999..., inclusive. Multiplying by 10 ensures it's between 0 and 9, and then adding 1 makes it between 1 and 10.
- **Math.random** - used to generate a random number between 0 and 9.999... when multiplied by 10.
- **isNaN** - used to validate whether the user's input is a valid number.
- **message.style.color** - used to change the color of the text displayed in the message element
- **message.textContent** - used to set the text content of the message element