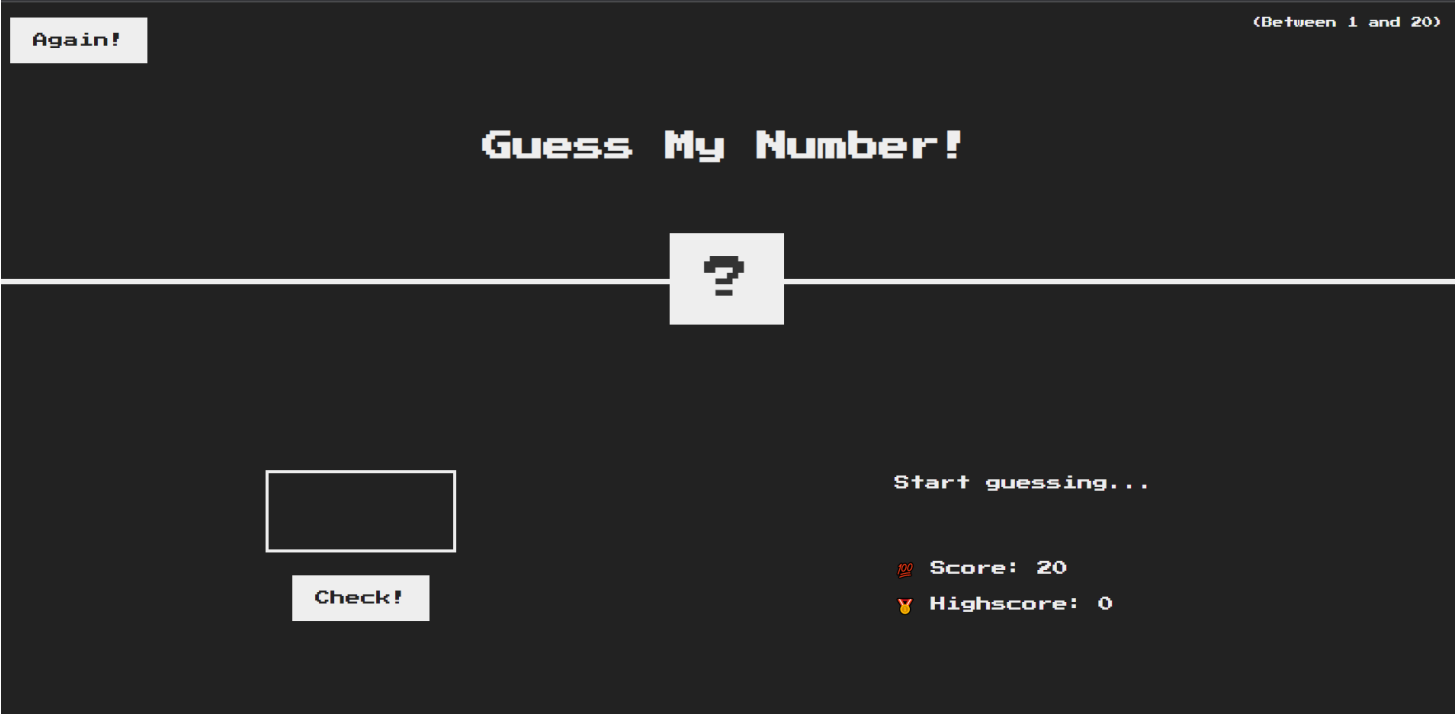
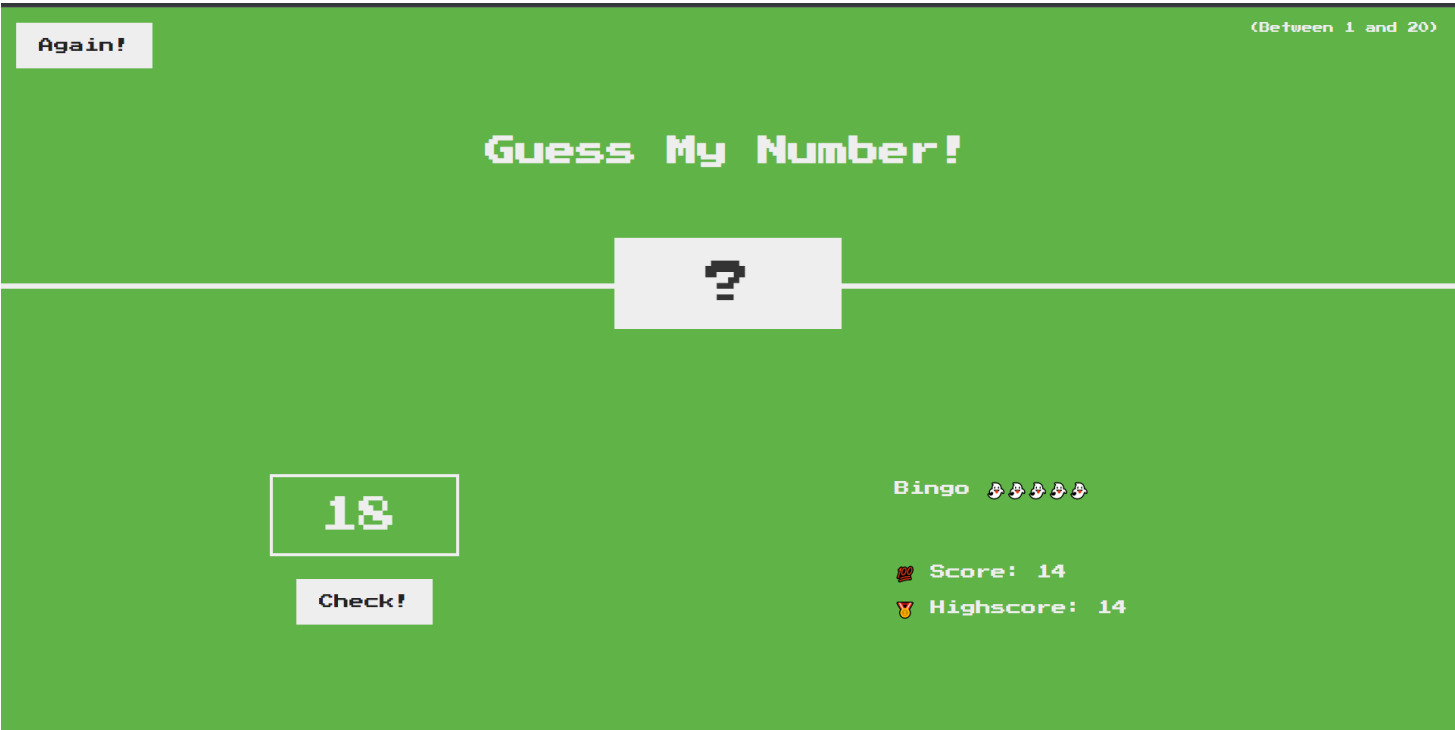


Screen

Initial



Success



Fail



Initial / Success / Fail Code

```

const checkResult = () => {
  document.querySelector('.check').addEventListener('click', () => {
    const guess = Number(guessNumber.value);

    // console.log("typeof guess: ", typeof guess);

    // 0 = false, 1 = true
    // console.log("Boolean: ", Boolean(guess));

    if (!guess) {
      // console.log("!guess: ", !guess);
      showMessage('No input number');
    } else if (guess === randomNumber) {
      // console.log(typeof (guess === secretNumber));
      showMessage(`Bingo ${'🎉'.repeat(5)}`);
      bingo.style.backgroundColor = '#60b347';
      showNumber.style.width = '30rem';

      highscore = score;
      highscoreValue.textContent = highscore;

    } else if (guess !== randomNumber) {
      if (score > 1) {
        score--;
        // console.log("debug", score);
        scoreValue.textContent = score;
        showMessage(guess > randomNumber ? 'number too high' : 'number too low');
      } else if (score >= 1) {
        scoreValue.textContent = 0;
        showMessage('you lose this game');
      }
    }
  });
};

```

Again Code

```
const againing = () => {  
  againbutton.addEventListener('click', () => {  
    score = 20;  
  
    showMessage('Start guessing...');  
    scoreValue.textContent = score;  
    guessNumber.value = '';  
    showNumber.textContent = '?';  
    bingo.style.backgroundColor = '#222';  
    highscoreValue.textContent = 0;  
  });  
};
```

甘苦談：

我認為這 "HW1" 難度對於剛入門的新手來說非常的困難～