**Lab Assignment 7**

**Due, Sunday, October 12, 2014 for 100% credit**

**Monday, October 13, 2014 for 90% credit**

**Tuesday, October 14, 2014 for 80% credit**

**Wednesday, October 15, 2014 for 70% credit**

**Deliverables**

To complete this assignment you must execute the following tasks

1. Write your name and email on the sign-in sheet passed around
   1. .html rendered Web page **hangman.html**
2. To receive credit for the lab assignment
   1. Show the lab instructor the .html visible web page
   2. Upload to Webcourses

**Introduction**

The goal of this assignment is to familiarize you with writing your own functions in JavaScript and using the JavaScript commands.

Be sure to use the appropriate HTML tag structure in the format of

<!DOCTYPE HTML>

<html>

<head>

</head>

<body>

<script>

</script>

</body>

</html>

** Hangman**

**Hangman will be implemented in multiple parts to allow students enough time to fully grasp the multiple concepts being introduced by creating this game.**

**Part 1**

The goal for this iteration is to layout the letters of the alphabet as buttons, call a function to randomly select the word from an array of words, display the word and view to the end user by updating the document object. Perform the tasks identified in the table below.

**Procedures**

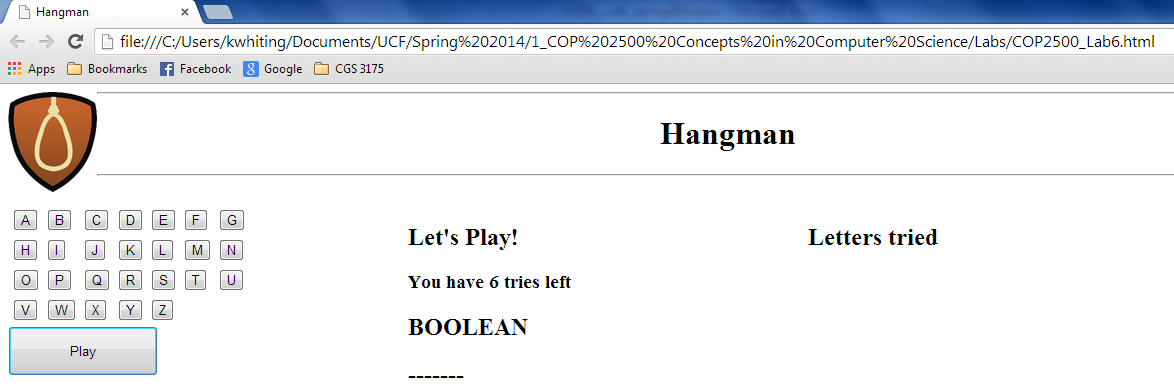
1. **hangman.html**
   1. Download file **Lab7\_fall\_template\_hangman.txt** from Webcourses to use as the template for this project and image **hangman\_large.png**.
   2. Rename file **Lab7\_fall\_template\_hangman.txt** to **hangman.html**
   3. Open **hangman.html** in a text editor on the computer (e.g. Notepad, Notepad++, Wordpad) Check the Start/Programs/Accessories menu
   4. Open a Web browser and verify that the file displays properly
   5. Have the instructor verify your work

**Tasks and Rubric**

|  |  |
| --- | --- |
| Activity | Points |

|  |  |
| --- | --- |
| **function getWord()** |  |
| Initialize array words using the condensed format with a minimum of 15 words up to as many choose | 5 |
| Generate a random index value using Math object methods Math.floor, Math.random, and the scaling factor based on the length of the words array defined above | 5 |
| **function getDisplay()** |  |
| Loop through the length of the selected word and update display with dashes | 10 |
| **function start()** |  |
| Create a variable called guessInt set equal to 6 | 5 |
| Create a variable called word set equal to function call getWord() | 5 |
| Create a variable called display set equal to function call getDisplay() passing variable word as an argument | 5 |
| Create a variable called guessStr set equal to "You have " concatenated with variable guessInt concatenated with " tries left" | 5 |
| Update HTML object id "guesses" so it equals variable guessStr | 10 |
| Update HTML object id "theWord" so it equals variable word | 10 |
| Update HTML object id "theDashes" so it equals variable display | 10 |
| **<body>** |  |
| Add buttons for letters H through N in a second row | 10 |
| Add buttons for letters O through U in a third row | 10 |
| Add buttons for letters V through Z in a fourth row | 10 |
| **Total** | **100** |

Example output:

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