

CS 350/491 WEB APPLICATION DEVELOPMENT

For this lab assignment, complete the following:

- Create an HTML file that lists: the result of virtually flipping a coin.
- The display should appear similar to the following

Click to Flip a Coin		
Last coin flip was: heads	3	
There have been 2 heads		in a row.
Total number of flips: Total number of heads: Total number of tails: Reset Totals		

Lab 9

- The display is to have 2 buttons and five text fields.
- The first button is to allow the user "flip a coin".
- This will be done by using the <u>Math.random()</u>
 method in JavaScript. This method returns a value
 from 0 to 1.
- We will use the values < 0.5 to indicate heads and those values >= 0.5 to represent tails.
- Every time the button is pressed a new random value is gotten and it is determined whether the "coin flip" was heads or tails.

Lab 9

- At each coin flip we will update the 5 text fields:
- The last result. This field is to display either "heads" or "tails" reflecting the value of the last random number generated.
- 2. The number in a row. This field is to keep track of how many times the same result has come up. If the result of the last coin flip is different than the previous coin flip, the value would be either "1 head" or "1 tail". Otherwise the number is to reflect how many times the last result has consecutively repeated. The field must display the coin flip result (either "heads" or "tails") as well as the numbers of times that result has consecutively occurred.

Lab 9

- 3. The total number of flips. This value should be incremented by 1 with every coin flip.
- 4. The total number of heads. This value should be incremented by 1 whenever the result of a coin flip is a head.
- 5. The total number of tails. This value should be incremented by 1 whenever the result of a coin flip is a tail

The second button is to reset three text fields that contain the total number of flips, the total number of heads, and the total number of tails back to zero.