UNIVERSITY OF CALIFORNIA, MERCED

CSE22: Introduction to Programming
Lab 4

1   Introduction

In this lab you will continue to add to your existing web applications by adding another tab to your navbar.

2   Tasks

Create a new tab in your navbar called "Game". When the user clicks on it, they should be taken to a new page, where the interface of your game will be displayed. The game you should make is a variation of the popular hangman game. There should be a text box where the user can input a letter of the alphabet and click a button. Your program should then take that letter and send it to your Python server to check if the letter appears in the word. The user should not be able to see the word in the JavaScript file. It has to be known only on the Python side. When the response comes back to the JavaScript, it needs to be visualized appropriately so that the user knows if the letter they guessed actually appears or not, and if it does, where does it appear, and how many times does it appear. The word you store in the Python backend can be something you hard-coded, it does not have to be a randomly generated word that changes each time. It is OK if the word is the same every time we play.

3   Deadline

This lab assignment is out of 100 points and it will count as your midterm for this class. The due date is Monday October 19, 2020 at 11:59 pm.