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| Assignment No : 3 | Submission Date : April. 5, 2025 |
| Assignment Title: Guessing Number Game | |

**Code :**

**HTML FILE**

*<DOCTYPE html>*

*<head>*

*</head>*

*<body>*

*<div class="container">*

*<h1>Number Guessing Game</h1>*

*<p>Guess a number between 1 and 10:</p>*

*<input type="text" id="guessInput">*

*<button onclick="checkGuess()">Submit Guess</button>*

*<p id="message"></p>*

*<button id="resetBtn" style="display:none;" onclick="resetGame()">Play Again</button>*

*</div></body>*

*</html>*

**JS FILE**

*<script>*

*let randomNumber = Math.floor(Math.random() \* 10) + 1;*

*let attempts = 0;*

*function checkGuess() {*

*const guess = parseInt(document.getElementById('guessInput').value);*

*if (isNaN(guess) || guess < 1 || guess > 10) {*

*document.getElementById('message').innerText = "Invalid input: Please input a number between 1 and 10.";*

*return;*

*}*

*attempts++;*

*if (guess === randomNumber) {*

*document.getElementById('message').innerText = `Congratulations! You've guessed the correct number (${randomNumber}) in ${attempts} attempts.`;*

*document.getElementById('guessInput').setAttribute('disabled', 'disabled');*

*document.getElementById('resetBtn').style.display = 'inline-block';*

*} else if (guess < randomNumber) {*

*document.getElementById('message').innerText = "Too low! Try again.";*

*} else {*

*document.getElementById('message').innerText = "Too high! Try again.";*

*}*

*}*

*function resetGame() {*

*randomNumber = Math.floor(Math.random() \* 10) + 1;*

*attempts = 0;*

*document.getElementById('guessInput').value = '';*

*document.getElementById('guessInput').removeAttribute('disabled');*

*document.getElementById('message').innerText = '';*

*document.getElementById('resetBtn').style.display = 'none';*

*}*

*</script>*

**CSS FILE**

*body {*

*font-family: Arial, sans-serif;*

*background-color: #f0f0f0;*

*}*

*.container {*

*text-align: center;*

*margin-top: 100px;*

*background-color: #fff;*

*border-radius: 10px;*

*padding: 20px;*

*box-shadow: 0px 0px 10px 0px rgba(0,0,0,0.2);*

*width: 300px;*

*margin: 0 auto;*

*}*

*h1 {*

*color: #333;*

*}*

*p {*

*margin-bottom: 10px;*

*color: #666;*

*}*

*input[type="text"] {*

*padding: 8px;*

*width: 100%;*

*margin-bottom: 10px;*

*box-sizing: border-box;*

*}*

*button {*

*padding: 8px 20px;*

*background-color: #4CAF50;*

*color: white;*

*border: none;*

*border-radius: 4px;*

*cursor: pointer;*

*}*

*button:hover {*

*background-color: #45a049;*

*}*

*#resetBtn {*

*background-color: #f44336;*

*}*

*#resetBtn:hover {*

*background-color: #d32f2f;*

*}*

*color: blue;*

*}*

*#play-again {*

*display: none;*

*}*

**SCREENSHOT**

*A screenshot of a computer

Description automatically generated A screenshot of a computer

Description automatically generated*

*A screenshot of a computer

Description automatically generated*

**Dictionary:**

* **Math.random()** - You can then use this number to create randomness in your code, such as selecting a random element from an array.

**Syntax:**

const randomNumber = Math.random();

console.log(randomNumber);

Example: Generate a random number between 0 and 1

* **Math.floor()** - is a JavaScript function that returns the largest integer less than or equal to a given number.

**Syntax:**

console.log(Math.floor(4.9));

console.log(Math.floor(7.2));

console.log(Math.floor(-3.1));

* **parseInt** is a built-in JavaScript function used to parse a string and convert it into an integer

**Syntax:**

let str = "123";

let parsedInt = parseInt(str);

console.log(parsedInt); // Output: 123

* **setAttribute** is a method commonly used in JavaScript to dynamically set an attribute of an HTML element.

**Syntax:**

<p id="myParagraph">This is a paragraph.</p>

<script>

var paragraph = document.getElementById("myParagraph");

paragraph.setAttribute("style", "color: blue;");

* isNaN is a JavaScript function that stands for "is Not a Number".

**Syntax:**

let value1 = 10;

let value2 = 'Hello';

console.log(isNaN(value1));

console.log(isNaN(value2));