

```

1 <!DOCTYPE html>
2
3 <html lang="en">
4   <head>
5     <meta charset="utf-8" />
6     <title>Random Numbers</title>
7     <link
8       href="https://fonts.googleapis.com/css?family=Quicksand&display=swap"
9       rel="stylesheet"
10    />
11    <style>
12      h1,
13      p {
14        font-family: Quicksand;
15      }
16    </style>
17  </head>
18
19  <body>
20    
21    <!-- HTML Event Handler -->
22    <!-- <button type="button" onclick = "coinFlip()">Flip</button> -->
23    <button type="button">Flip</button>
24
25    <!-- Embedded Javascript -->
26    <script>
27
28      // Event Handling
29      let btn = document.querySelector("button");
30      // btn.onclick = coinFlip; // Event Handler
31      btn.addEventListener("click", coinFlip);
32      btn.addEventListener("click", randomBgColor);
33
34
35      function coinFlip() {
36        // create a random decimal number between 0 and 1 (i.e. 0.4433)
37        let randomFloat = Math.random();
38        console.log(randomFloat);
39
40        // use DOM query to create a variable that connects to img; can use either:
41        // let coin = document.getElementById("coin");
42        let coin = document.querySelector("#coin");
43
44        // if the float > 0.5 -> show heads
45        if (randomFloat > 0.5) {
46          coin.src = "heads.png"; // change the img src
47        } else {
48          // otherwise if the float >= 0.5 -> show tails
49          coin.src = "tails.png";
50        }
51      }
52
53      function randomBgColor(){
54        // TODO: Warmup – Randomize Background Color
55        // 1. use DOM query to select the <body> element in the HTML document and store as a variable
56        let background = document.querySelector("body");
57        // 2. Generate a random hue value between 0 and 359 using the HSL color model
58        let randomHue = Math.floor(Math.random() * 360);
59        console.log(randomHue);
60        // 3. Set the background color of the <body> element to a random color with full saturation and 50% lightness
61        background.style.backgroundColor = "hsl(" + randomHue + ", 100%, 50%)";
62      }
63
64      coinFlip();
65      randomBgColor();
66    </script>
67  </body>
68 </html>
69

```