

Homework Due January 24

Read all of chapter 7 in the *JavaScript for Kids* text. Type in the hangman game code starting near the bottom page 118 into your text editor. The code finishes towards the top of page 120. Save the file as `hangman.html` and run it. If it doesn't run for you like it did for us in class, look for typos in your code. Typos might include...

Do all your opening brackets/parentheses/quotes have closing brackets/parentheses/quotes?

Do all your html tags have the proper closing tags?

Is everything that should be capitalized indeed capitalized? Likewise, is everything that should be lowercase indeed lowercase?

Did you capitalize the Math in `Math.random()` and `Math.floor()`?

Did you misspell any keywords or variable names?

Are you missing any lines of code?

Finally, complete programming challenge one on page 121. Basically, all you do is add some of your own words to the array of words which just so happens to be contained in the variable named `words`. That way one of your new words might randomly get picked to be used in a hangman game. Save this file with the programming challenge applied to it as `hangman1.html` and bring your computer with these files and your text editor to our next class. Please make sure you can locate your own files on your own machine with ease.