

Homework Due March 20

1. Read chapter 11.
2.
 - a. Open <https://eteefer.github.io/OriginalBuriedTreasure.html> and view the source by right-clicking anywhere on the body of the document but the map and selecting view source.
 - b. Open <https://eteefer.github.io/BuriedTreasureRevised.html> and view the source by right-clicking anywhere on the body of the document but the map and selecting view source.
 - c. Print out the source code from the BuriedTreasureRevised.html. Write on the revised version's printout the differences you notice from the OriginalBuriedTreasure.html code and whether you think the differences are improvements or not. Bring your printouts to the next class.

3. Go back to the BuriedTreasureRevised.html game and open the console next to it. Make sure you're at the right game. (not OriginalBuriedTreasure.html)

Type into the console...

```
console.log(treasure.x + ", " + treasure.y);
```

What was is returned in the console when you press enter?

Now type into the console...

```
randomNumber(80);
```

What happened? What number did you get?

4. Finally, I want to change the size of the map image to 800 pixels in width and 800 pixels in height. How would that be successfully accomplished to have the game continue to run correctly with OriginalBuriedTreasure.html?

How would that be successfully accomplished in BuriedTreasureRevised.html?

(Optional) For the students that aren't beginners or want more to do this spring break:

Look at the determineHint function in the BuriedTreasureRevised.html code. Make your best determination of whether the if...else chain in that function should be changed to a switch statement. Write your reason(s) on the printout.

Complete programming challenges 3 and 4 in chapter 11.