Lab 8

The purpose of this lab to show you how HTML, CSS and JavaScript work together and to get you familiarized with loops and conditional statements in JavaScript.

You are not required to write any HTML or CSS codes, they are provided. The coding that you will have to do for this lab is very minimal. However, you are required to understand and fill in the appropriate JavaScript codes in the **guessingGame.js**.

Start by downloading the three starter codes: guessingGame.html, guessingGame.css and guessingGame.js - and place them all in the same directory.

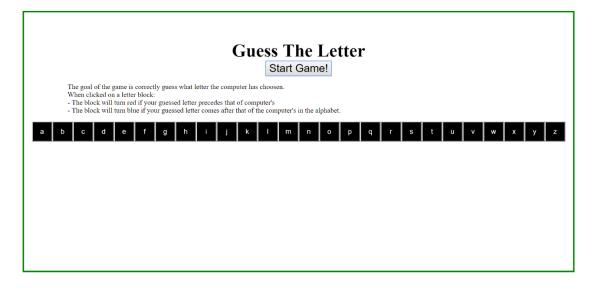
Then open up guessingGame.js using a text editor and fully read through the comment/codes.

Your task specifically is to fill in JavaScript codes below the comments that have ***. The concepts are not complicated; However, understand the syntax might be a bit challenging.

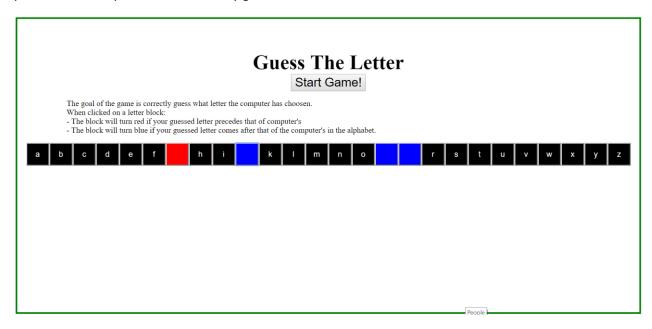
As usual, visit https://www.w3schools.com/js/default.asp for more details and assistance with this lab.

Guess The Letter Start Game! The goal of the game is correctly guess what letter the computer has choosen. When clicked on a letter block: The block will turn red if your guessed letter precedes that of computer's The block will turn blue if your guessed letter comes after that of the computer's in the alphabet.

Once completed, the webpage will initially look something like the image above. Once clicked on Start Game! button, the letter buttons will show up on the page similar to the image below.



When you click on the letter buttons, it should change to either red or blue blocks based on the letter's position with respect to the randomly generated letter.



Once you are done. You can expand on the game by adding more functionalities or practice your CSS by making it look prettier. It's up to you! Enjoy!