

Tutorial 6 Additional Project

In this project, you will be completing the code for playing a word guessing game.

1. Open **guessing_game.htm** in a simple text editor.
2. Open the **guess.js** file in a simple text editor.
3. Insert comments in both files that designate you as the author of the files.
4. Review **guessing_game.htm**, paying attention to the names and ids of the various elements.
5. In **guess.js**, complete the following functions so that the game can be played using mouse or keyboard:

```
function init(){
    var allElem = document.getElementsByTagName("*");

    for (var i = 0; i < allElem.length; i++) {
        if (allElem[i].className == "letter") letters.push(allElem[i]);
    }

    /* add the callMe function as an onclick for all the letters
       array */

    holdWords = randomWords(); // generate a random word
    wordsLength = holdWords.length;

    correct = 0;
    tries = 0;
    document.form1.trd.value = tries; //set textbox value to the tries
    document.onkeydown = catchKeyStrokes
}
}
```

```
function callMe()
{
    /* check to see if letter is empty - if so,
       then mouse was clicked so
       assign letter the id of the source event */
    /* add one to tries and update the form1 text box */
    /* loop through the holdWords variable to see if letter
       Matches any one of them. if so change the
       corresponding blank image to
       document.images[letter].src, add one to correct, subtract
       one from tries (since there was a match, and update the
       form1 text box
       if correct is equal to the word length
       - tell the user they
       guessed the word */
    /* after looping through to see if there were matches,
       check to see if tries is up -- if it is, tell the user */
    /* to stop user from trying same letter twice,
       remove the event
       from the letter */
    /* also set keybrd location for letter to 1 so
       that they can't
       press that key over either */
    /* reset letter to "" */

}

function catchKeyStrokes()
{
    /* if the keyCode is the return key, start a new game */
    /* else
       process the letter of the key pressed by
       getting the character for it and then setting letter
       to that value. Then call callMe() */

}

function newGame()
{
    holdWords = randomWords(); // generate a random word
    // reset the wordsLength, correct, and tries variables
    wordsLength = holdWords.length;
    correct = 0;
    tries = 0;
    letter="";

    // detach all events for the letters array elements

    // attach all events for the letters array elements

    // reset the blank images
```

```
// reset the keybrd array
for (var i = 0; i < keybrd.length; i ++ ) {
    keybrd[i] = 0;
}

document.form1.trd.value = tries; //set textbox value to the tries
}
```

6. Test your finished code in a browser. Make corrections as necessary.
7. Print a copy of **guess.js**.