

Tutorial 10 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**, insert function **showContent(windowObj, word, correct)** that writes content similar to the following:

```
<html>
<head>
  <title>Guessing Game Result</title>
  <link rel='stylesheet' href='guess.css' type='text/css' />
</head>
<body>
  <table>
    <tr>
      <td>
        Picture
      </td>
      <td>
        Message
        <br /><input type='button' value='OK'onclick='self.close()' />
      </td>
    </tr>
  </table>
</body>
</html>
```

Where if correct is true, show correct.jpg and display a congratulations message using the guessed word; however, if correct is false, show incorrect.jpg and display a message saying that chances are over and the target word.

6. Insert function **gameresult(word, correct)** that does the following:
 - a. Attempts to make a popup window.
 - b. If the popup window is created, call `showContent` passing the window plus the word and correct variables.
 - c. Otherwise, display appropriate alert dialog boxes based on whether correct is true or false.
7. In function **callMe()**, add the following:
 - a. At comment `// Insert call to gameresult for winning game,` add call to `gameresult` that causes winning message to be shown.
 - b. At comment `// Insert call to gameresult for losing game,` add call to `gameresult` that causes losing message to be shown.
8. In function **init()**, add code to beginning of the function that will prevent the page from loading in a frame.
9. Test your finished code in a browser. Make corrections as necessary.
10. Print a copy of **guess.js**.