



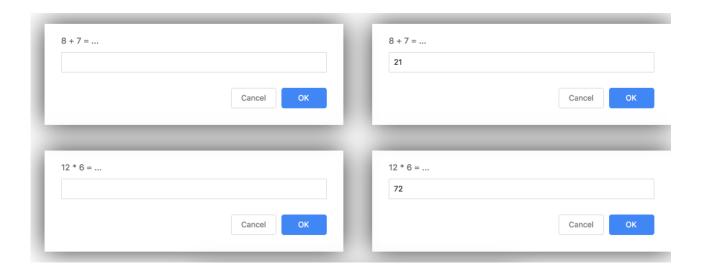
4COSCO11C: Web Design and Development

Tutorial 05 A Simple Math Game

Your Web Pages should follow the following specifications:

- Using JavaScript, prompt the user to answer 10 maths questions of your choice (e.g. 12 x 6, 26 - 7, etc.) You should prompt the user 10 times with a different question each time.
- Record the answers and compare them to the correct answers.
- After each answer or once the user has answered all 10 questions, display on the page each question, the users's answer and a message saying whether the answer was correct or not. In addition, use a tick symbol (√) using the ✓ sequence if the answer is correct, and a cross symbol (X) using the ✗ sequence
- In case of incorrect answer, also display the correct answer.
- The symbols and feedback to the user need to be in a different colour. Use CSS classes for this in an embedded or external Cascading Style Sheet.

See the images below to get an idea of the sequence:







A Simple Maths Game

8 + 7 = ... 21 x The correct answer is 15 $12 * 6 = ... 72 \checkmark$ 12 - 6 = ... 3 x The correct answer is 6 $5 * 6 = ... 30 \checkmark$ 4 * 7 = ... 3 x The correct answer is 28