

4COSO11C: 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. 12×6 , $26 - 7$, 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 `&checkmark`; sequence if the answer is correct, and a cross symbol (X) using the `&cross`; 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:

The image displays four screenshots of a web-based math game interface, arranged in a 2x2 grid. Each screenshot shows a prompt, an input field, and two buttons: 'Cancel' and 'OK'.

- Top Left:** Prompt is $8 + 7 = \dots$. The input field is empty.
- Top Right:** Prompt is $8 + 7 = \dots$. The input field contains the number '21'.
- Bottom Left:** Prompt is $12 * 6 = \dots$. The input field is empty.
- Bottom Right:** Prompt is $12 * 6 = \dots$. The input field contains the number '72'.

In all screenshots, the 'Cancel' button is light gray and the 'OK' button is blue.

A Simple Maths Game

$8 + 7 = \dots 21$ ✗ The correct answer is 15

$12 * 6 = \dots 72$ ✓

$12 - 6 = \dots 3$ ✗ The correct answer is 6

$5 * 6 = \dots 30$ ✓

$4 * 7 = \dots 3$ ✗ The correct answer is 28