

## Exercise 1 - Guess the number

Write a JavaScript program to generate a random number and store it in a variable. The program then takes an input from the user to tell them whether the guess was correct, greater or lesser than the original number.

100 - (no of guesses) is the score of the user. The program is expected to terminate once the number is guessed. Number should be between 1 - 100.

## Exercise 2 - Snake Water Gun

Use Javascript to create a game of Snake Water & Gun. The game should ask you to enter S, W or G. The computer should be able to randomly generate S, W or G and declare Win or Loss using alert. Use confirm and prompt wherever required.



### Exercise 3 - Tell me a Joke

`elem.innerHTML` is used to populate a `div` with HTML. Search online about this method and create a website with a `div` tag containing a random joke given an array of jokes. Use `Math.random` and fetch jokes from the internet (use any website to create the array). Your website should show a random joke on every reload. Min length of your jokes array should be 10.

## Exercise 4 - Digital Clock

- 1 Create a Digital Seconds clock using `setInterval` and `Date` object in JavaScript. The `Date` object can be used to get the date, time, hours and seconds which can be updated using `setInterval`. Try to keep the UI good looking.



## Exercise 5 - Hackerman

Write a javascript program to pretend to look like a hacker. Write an async function which will simply display the following output:

Initializing Hack program ...

Hacking Ashish's username ...

Username found ashish17 ...

Connecting to facebook ...

Try to use HTML & Styling if possible

## Exercise 6 - TODO List

Create a TODO List app capable of storing your TODOs in local storage. Add an option to create, delete and access all the TODOs.

Try to make UI as good as possible



## Exercise 7 - Password Generator

Create a JavaScript program capable of generating a password which contains atleast one lowercase, one uppercase and one special characters.

Create a Password class to achieve the same



## Exercise 8 - Alarm Clock

The HTML Audio Element Interface can be used to play audio in the browser. Create an alarm clock which displays time and plays sound at a user specified time.