

Name \_\_\_\_\_ Period \_\_\_\_\_

**Skill 27.02 Exercise 1**

- (a) Write a function called *gameOver* that alerts the user with the message “Game Over!” and their corresponding score.
- (b) Write another function called *alertUser* that calls the function in part (a) after 10 seconds has elapsed.
- (c) Call the function (b)

```
var score = 10;
```

**Skill 27.03 Exercise 1**

```
var timer;
repeatEverySecond();

function repeatEverySecond() {
    timer = setInterval(sendMessage, 1000);
}

function sendMessage() {
    var d = new Date();
    document.body.innerHTML = d.toLocaleTimeString();
}
```

- (a) What does the code above do?

- (b) Create a function called *updateTime* that deducts one from the *gameTime* and displays the new time on the body of the page

- (c) Create a function called *countDown* which calls *updateTime* every second
- (d) Call the function you wrote in part (c)

```
var gameTime = 10;
```

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**Skill 27.04 Exercise 1**

```
var gameTimer;  
var timeLeft;  
var score = 10;  
var gameTime = 15;  
  
function gameTimer(){  
    timeOut = setTimeout(gameOver, gameTime*1000);  
}  
function countdown() {  
    timeLeft = setInterval(updateTime, 1000);  
}  
function updateTime(){  
    gameTime--;  
    document.body.innerHTML = gameTime;  
}
```

(a) Explain what the code above does

(b) Write a function called *gameOver* that alerts the user with the message “Game Over!” and their corresponding score.

(b) In the *gameOver* function write a line of code that clears the *timeOut* timer event

(c) In the *gameOver* function write another line of code that clears the *timeLeft* timer event

(e) Call the appropriate functions to make your game work

AP Computer Science Principles  
Ticket Out the Door  
Set 27: Timers

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