

Name _____ Period _____

Skill 26.02 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 26.03 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;
```

Name _____ Period _____

Skill 26.04 Exercise 1

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

(a) Explain what each of the functions above do.

- (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 *gameTimer* 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