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| **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; |

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| **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? |
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| (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 |
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| (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 |
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