



DEPARTMENT OF COMPUTER STUDIES
ITEC 106 – IT ELECTIVE 2 (WEB SYSTEM AND TECHNOLOGIES 2)

Name : Rynella Cacho	Section : BSIT 3C
Assignment No : 3	Submission Date : Apr. 6, 2024
Assignment Title: Guessing Number Game	

Code :**HTML FILE**

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Guessing Number</title>
  <!--Google Font-->
  <link rel="preconnect"
href="https://fonts.gstatic.com">
  <link
href="https://fonts.googleapis.com/css2?family=Poppi
ns:wght@400;600&display=swap" rel="stylesheet">
  <!--Stylesheet-->
  <link rel="stylesheet" href="style.css">
</head>
<body>
  <div class="container">
    <h3>Pick a number between 1-20.</h3>
```

```
<h3>Can you guess it?</h3>

  <input type="text" placeholder="Number"
id="guess"><br>
  <button onclick="play()"
id="my_btn">Guess</button>

  <p id="message1">No. Of Guesses: 0</p>
  <p id="message2">Guessed Numbers are:
None</p>
  <p id="message3"></p>
</div>
<!--Script-->
<script src="script.js"></script>
</body>
</html>
```

JS FILE

```
var msg1 = document.getElementById("message1");
var msg2 = document.getElementById("message2");
var msg3 = document.getElementById("message3");

var answer = Math.floor(Math.random()*20) + 1;
var no_of_guesses = 0;
var guessed_nums = [];

function play(){
  var user_guess =
document.getElementById("guess").value;
```

```
if(user_guess < 1 || user_guess > 20){
  alert("Please enter a number between 1 and
20.");
}
else{
  guessed_nums.push(user_guess);
  no_of_guesses+= 1;

if(user_guess < answer){
  msg1.textContent = "Your guess is too low.";
```



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```

        msg2.textContent = "No. of guesses: " +
no_of_guesses;
        msg3.textContent = "Guessed numbers are: "
+
        guessed_nums;
    }
    else if(user_guess > answer){
        msg1.textContent = "Your guess is too high.";
        msg2.textContent = "No. of guesses: " +
no_of_guesses;
        msg3.textContent = "Guessed numbers are: "
+
        guessed_nums;
    }
    else if(user_guess == answer){
        msg1.textContent = "You Win!";
        msg2.textContent = "The number was: " +
answer;
        msg3.textContent = "You guessed it in "+
no_of_guesses + " guesses";
        document.getElementById("my_btn").disabled
= true;
    }
}
}

```

CSS FILE

```

*,
*:before,
*:after{
    padding: 0;
    margin: 0;
    box-sizing: border-box;
}
body{
    height: 100vh;
    background: linear-gradient(
        to right,
        #FFD400,
        #FFEA61
    );
}
.container{
    position: absolute;
    width: 50%;
    min-width: 580px;
    transform: translate(-50%,-50%);
    top: 50%;
    left: 50%;
    background-color: #ffffff;
    padding: 50px 10px;
    border-radius: 5px;
    display: grid;
    justify-items: center;
    font-family: 'Poppins',sans-serif;
}
h3{
    font-size: 16px;
    font-weight: 600;
}
input[type="text">{
    width: 150px;
    font-weight: 600;
    color: #000000;
    padding: 20px 0;
    text-align: center;
    margin-top: 30px;
    border-radius: 5px;
    border: 2px solid #202020;
    font-size: 28px;
}
button{
    width: 160px;
    padding: 15px 0;
    border-radius: 5px;
    background-color: #FFD400;
    color: #000000;
    border: none;
    font-size: 18px;
    font-weight: 600;
    margin-bottom: 30px;
    outline: none;
}
p{
    font-weight: 400;
}

```

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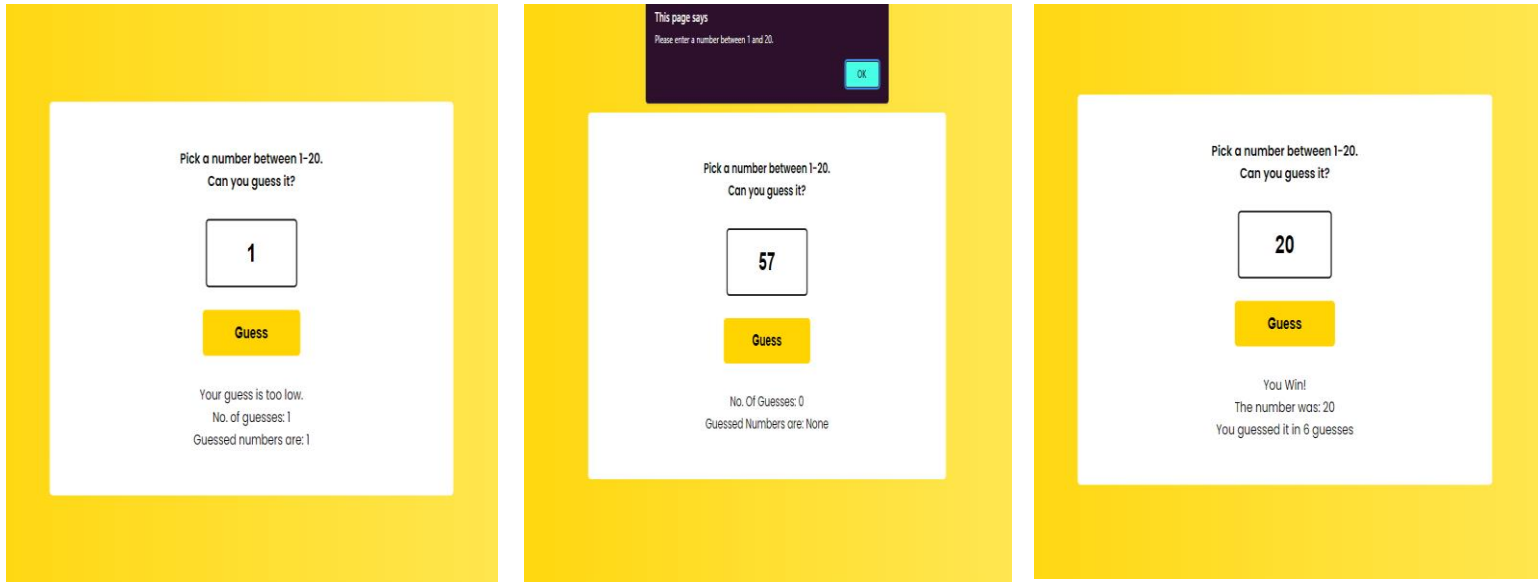
CvSU Mission

Cavite State University shall provide excellent, equitable and relevant educational opportunities in the arts, sciences and technology through quality instruction and responsive research and development activities.

It shall produce professional, skilled and morally upright individuals for global competitiveness.

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SCREENSHOT



Dictionary:

- **function play** - creates a function called "play" with no inputs, and it's empty inside, waiting for code to be added to execute when it's called.
Syntax : `function play(){`
- **msg1.textContent = " Your guess is too low. ";** - sets the text content of the msg1 element to an empty string, effectively removing any visible text content that might have been there previously.
Syntax : `msg1.textContent = " ";`
- **guessed_nums.push(user_guess);** - appends the value of `user_guess` to the end of the `guessed_nums` array, typically used for collecting multiple user inputs or data points.
Syntax : `arrayName.push(element);`

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- **document.getElementById("my_btn").disabled = true;** - finds a button on a webpage with the ID "my_btn" and makes it unclickable. Users can't interact with it until it's enabled again with more code.
Syntax : document.getElementById(id_name).disabled = true;
- **var msg1 = document.getElementById("message1");** - fetches a reference to an HTML element with the id attribute set to "message1" and stores it in a variable named msg1, allowing further manipulation or interaction with that HTML element in the JavaScript code.
Syntax : var msg1 = document.getElementById(" ");