Guided Project

Introduction

This week we will be building small programs in JavaScript to help us gain logic-building.

We will be working with Built-in methods and functions.

Problem Statement

1. **Random Number Generator Game**
   a. Store a random number in a variable between 1-10.
   b. Use functions to handle guesses, and track the number of guesses taken.
   c. Implement Math.floor to limit the random number within a range.
   d. Use Math.ceil and Math.random to provide hints (e.g., whether the guess is too high or too low).

2. **Event Scheduler**

   Event Object: Each event should have properties:

   > id (unique identifier),
   > title,
   > date (JavaScript date object),
   > attendees (array of names).

   a. Add an event (using push to the events array).
   b. Get a list of events happening today by filtering with date methods.
   c. Create a feature that allows users to find and replace an event title in the array using the replace and indexOf methods.
   d. Remove an event by ID (using splice).
   e. Sort events by date (using the sort method).

Optional: Word Frequency Counter

   a. Takes a block of text input from the user and outputs the frequency of each word.
   b. Use string methods like split (to break text into words) and indexOf (to tally frequencies).
   c. Clean the text from special characters like /.,[]!?
   d. Store word counts in an object and convert the object to an array to manipulate and sort by frequency using sort.