

# Solution: Dynamic events

Here is the completed App.js file:

```
1  function App() {
2
3    function handleClick() {
4      let randomNum = Math.floor(Math.random() * 3) + 1;
5      console.log(randomNum);
6      let userInput = prompt('type a number');
7      alert(`Computer number: ${randomNum}, Your guess: ${userInput}`);
8    }
9
10   return (
11     <div>
12       <h1>Task: Add a button and handle a click event</h1>
13       <button onClick={handleClick}>Guess the number between 1 and 3</button>
14     </div>
15   );
16 }
17
18 export default App;
```

Here is the output from the solution code for the App.js file:

**Task: Add a button and handle a**

Guess the number between 1 and 3

awdywyxz.labs.coursera.org says  
Computer number: 2, Your guess: 3

OK

**Step 1.** First, you added a **button** element, with an opening and a closing **button** tag, to the App component's **h1** element.

```
1  function App() {
2
3    return (
4      <div>
5        <h1>Task: Add a button and handle a click event</h1>
6        <button></button>
7      </div>
8    );
9  }
10
11  export default App;
```

**Step 2.** In between the opening and closing **button** tags, you added the following text: Guess the number between 1 and 3.

```

1  function App() {
2
3    return (
4      <div>
5        <h1>Task: Add a button and handle a click event</h1>
6        <button>Guess the number between 1 and 3</button>
7      </div>
8    );
9  }
10
11  export default App;

```

**Step 3.** Next, inside the opening `button` tag, you added the `onClick` event-handling attribute, and passed it the following JSX expression: `{handleClick}`.

```

1  function App() {
2
3    return (
4      <div>
5        <h1>Task: Add a button and handle a click event</h1>
6        <button onClick={handleClick}>Guess the number between 1 and 3</button>
7      </div>
8    );
9  }
10
11  export default App;

```

**Step 4.** Then, above the `return` statement of the App component - but still inside the App function - you added the following ES5 function declaration:

```

1  function App() {
2
3    function handleClick() {
4      let randomNum = Math.floor(Math.random() * 3) + 1;
5      console.log(randomNum);
6      let userInput = prompt('type a number');
7      alert(`Computer number: ${randomNum}, Your guess: ${userInput}`);
8    }
9
10   return (
11     <div>
12       <h1>Task: Add a button and handle a click event</h1>
13       <button onClick={handleClick}>Guess the number between 1 and 3</button>
14     </div>
15   );
16 }
17
18 export default App;

```

**Step 5.** Finally, you saved your changes and ran the app to preview it in the browser. You should then be able to click a button, which will show a prompt pop up which you can type into. After that, an alert pop up will show computer's "choice" and your guess. After you click "ok" to close the alert, you'll be able to click the button again and try matching the number "chosen" by the computer one more time.