

CSC 435 Quiz 2 Guessing Number

There are many solutions of this question online. Please do not copy. Try your best. It is only a quiz.

Please submit your solution .html, .css and .js to a folder and compress it and upload to blackboard. The .html and .css files are in the blackboard folder.

(10Pts) Ask the user to guess a number between 0 and 100. When the user types a number into the number text field and then clicks the makeguess button, the game will compare the user's guess to your randomly chosen number, and report whether it was "too high" or "too low" or correct. The information will be shown as text in the result span.

If the answer is correct, you should show a mess such as " You got it right in 6 tries". You can still say "tries" if the user only guesses once and correct. Once the user guesses correctly, disable the button so that no more guesses can be made. You may assume that the text the user types in the field can be interpreted as an integer. You don't need to worry about the case where the user makes the same guess twice.

Points can be broken into the following achievements:

1. The game will also show a history of all guesses made as a bulleted list. Each guess's number is added as a bullet to the end of the list.
2. If the guess was too low, this bullet should use the low CSS class, which displays it in green italic. If it's too high, the bullet should use the high CSS class, which is pink and bold. If it is correct, it should be displayed without any class.

Hint: you can use `document.createElement("li")` to generate a new list items.
`document.getElementById("guesses").appendChild(li);`

3. Once the user guesses correctly, disable the button so that no more guesses can be made.

Guessing Game

You got it right in 6 tries!

Your past guesses:

- 50
- 25
- 35
- 28
- 26
- 27