Lillian Krohn SE 319 HW3 - Snake and Node.js

## **Solution Approach**

My solution approach was to follow the guidelines of the lab and to have an html, js, and css file for the snake game. For the snake game, I changed the line color to green and made an alert pop up to end the timer if the snake touches the edge of the canvas. The second part was a little bit challenging, but the approach that I took was to create number variables and result variables for each of the four numbers. I also created functions for the last two requirements of part 2. The output of both parts is shown below.

# **Required Output**

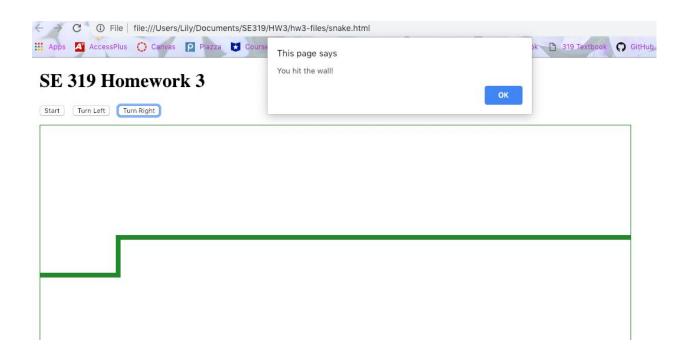
#### Part 1

1. Create the snake game:

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### 2. An alert will pop up if the snake touches the edge:



Part 2
Below are screenshots of the required output using Node.js:

```
Terminal
                  Shell
                         Edit
                               View
                                      Window
                                                Help
                              HW3 --- bash --- 80×24
lilykrohn:HW3 Lily$ node hw3.js
1st Number: 3
2nd Number: 2341
3rd Number: 12345
4th Number: 54467
The factorial of the first number is: 6
The sum of all the digits of the second number is: 10
The reverse of the third number is: 54321
Is the fourth number a palindrome (true/false)? false
lilykrohn:HW3 Lily$
```

