

## Connecting Javascript with HTML

(Let the fun begin)

### Touch the Numbers (proj name: touch-nums)

- User sees a board with 16 cells, containing numbers 1..16, in a random order
  - Hint: use an HTML table
  - Hint: Nice technique for building the board:  
place the 16 numbers in a simple array, shuffle it, then build the mat by popping a number from the nums array.
- User should click the buttons in a sequence (1, 2, 3,... 16)
  - When user clicks the right button, it changes color
  - When user clicks the wrong button noting happen
- When user clicks the first number, game time starts and presented (3 digits after the dot, like in: 12.086)
- Add difficulties (larger boards: 25, 36)

Here are 2 design samples:

