

Creative Computing

Homework 5

Make a dice roll

Attached are 6 images of a die face.

Your page should roll two dice and show them next to one another on the screen.

Each time you refresh the page, Javascript randomly selects from the 6 dice images. There will be two `` elements already in the HTML, and by using IDs and `getElementById()`, Javascript should set the `src` attribute `` to one of the dice images.

Helpful reminders

Remember how we use dots to go inside an object

`object.property1.property2...` (you can keep going)

`property2` is a property of `property1`.
`property1` is a property of `object`.

`document.getElementById()` gives you an element from the DOM, like a `h1` or an `img`. You can use the dot notation to change its attributes. we played with two of these: `style`, and `innerHTML`.

Among the many others is: `src`. if you set the `.src` it sets the source of the image.

```

```

`Math.random()` generates a number between 0 and 1. Multiplying the random number by a number `n` will scale it to be between 0 and `n`.

`Math.floor()` will change a fractional number into a whole number, by chopping off the digits after the decimal place. Put the number in between the parenthesis (), like

```
var rand = Math.random();  
var whole = Math.floor(rand);
```

