## **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.

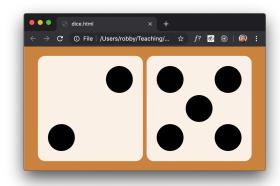
Each time you refresh the page, Javascript randomly selects from the 6 dice images. There will be two <img> elements already in the HTML, and by using IDs and getElementById(), Javascript should set the src attribute <img src="1.svg"> to one of the dice images.

## 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.

```
<img src="file.jpg">
```

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);
```