

```
var buttonColors = ["red", "yellow", "green", "blue"];  
var gamePattern = [];
```

```
function nextSequence () {  
  var randomNumber = Math.floor(Math.random()*4);  
}
```

```
  var randomChosenColor = buttonColors[randomNumber];  
  gamePattern.push(randomChosenColor);
```

```
$("#" + randomChosenColor)
```