

SCI 3300-04 Assignment 8

(100 points)

Create a small guessing game using nested loops. The user should be allowed to choose when to finish one round of play and whether or not to start another. The inner loop should generate a random number between 1 and 10. Allow the user to choose how many guesses will be permitted. For each number, display whether the user's number is greater than, less than, or equal to the random number. If the user guesses correctly, the game should display the winner's status and give the choice to play another round. If an incorrect guess is entered, the user should be given a hint. The game ends when either the user has used up all his guesses or has guessed correctly. If the user has used up all the guesses but has not been correct, the program should display the correct number.

The page should look similar to this:

The main interface is a yellow box titled "Guessing game". It contains the following text:

Guessing game

The computer selects a number between 1 and 10. The player must guess the number in a specified number of attempts. The player can pick how many guesses he or she wants. Play ends when either the player guesses correctly or uses up all the guesses allowed.

Begin the process by clicking on the 'BEGIN' button below.

< < BEGIN > >

Four dialog boxes are shown below the main interface:

- Dialog 1:** "How many guesses do you want?" with a text input field containing "3", "OK", and "Cancel" buttons.
- Dialog 2:** "Enter a guess:" with a text input field containing "7", a checkbox "Prevent this page from creating additional dialogs", and "OK" and "Cancel" buttons.
- Dialog 3:** "too high" with a checkbox "Prevent this page from creating additional dialogs", an "OK" button, and a "Cancel" button.
- Dialog 4:** "Enter a guess:" with a text input field containing "4", a checkbox "Prevent this page from creating additional dialogs", and "OK" and "Cancel" buttons.

Guessing game

The computer selects a number between 1 and 10. The player must guess the number in a specified number of attempts. The player can pick how many guesses he or she wants. Play ends when either the player guesses correctly or uses up all the guesses allowed.

Begin the process by clicking on the 'BEGIN' button below.

< < BEGIN > >

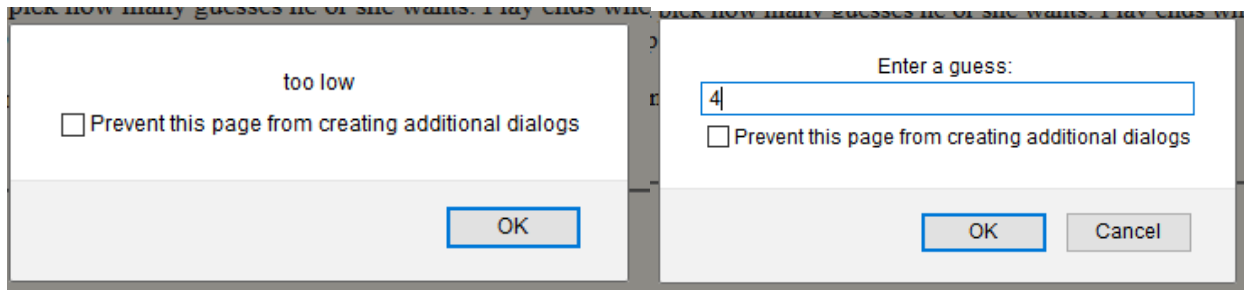


Congratulations! You guessed the secret number, 4.

<p>How many guesses do you want?</p> <input type="text" value="3"/>	<p>Enter a guess:</p> <input type="text" value="9"/>
<p><input type="checkbox"/> Prevent this page from creating additional dialogs</p>	<p><input type="checkbox"/> Prevent this page from creating additional dialogs</p>
<p>OK Cancel</p>	<p>OK Cancel</p>

<p>too high</p> <p><input type="checkbox"/> Prevent this page from creating additional dialogs</p>	<p>Enter a guess:</p> <input type="text" value="2"/>
<p><input type="checkbox"/> Prevent this page from creating additional dialogs</p>	<p><input type="checkbox"/> Prevent this page from creating additional dialogs</p>
<p>OK</p>	<p>OK Cancel</p>

<p>too low</p> <p><input type="checkbox"/> Prevent this page from creating additional dialogs</p>	<p>Enter a guess:</p> <input type="text" value="3"/>
<p><input type="checkbox"/> Prevent this page from creating additional dialogs</p>	<p><input type="checkbox"/> Prevent this page from creating additional dialogs</p>
<p>OK</p>	<p>OK Cancel</p>



Guessing game

The computer selects a number between 1 and 10. The player must guess the number in a specified number of attempts. The player can pick how many guesses he or she wants. Play ends when either the player guesses correctly or uses up all the guesses allowed.

Begin the process by clicking on the 'BEGIN' button below.

< < BEGIN > >



Sorry, you used up all your guesses. The secret number was 6.

Submission instructions:

Include a word file or PDF file in your submission. This file should contain the captured images of the test data. It should be similar to what I have done here.

All file(s) should be inside a folder. Then zip your folder into a single zip file **lastname_firstname_assignment 8.zip**, and submit the zip file to D2L dropbox.