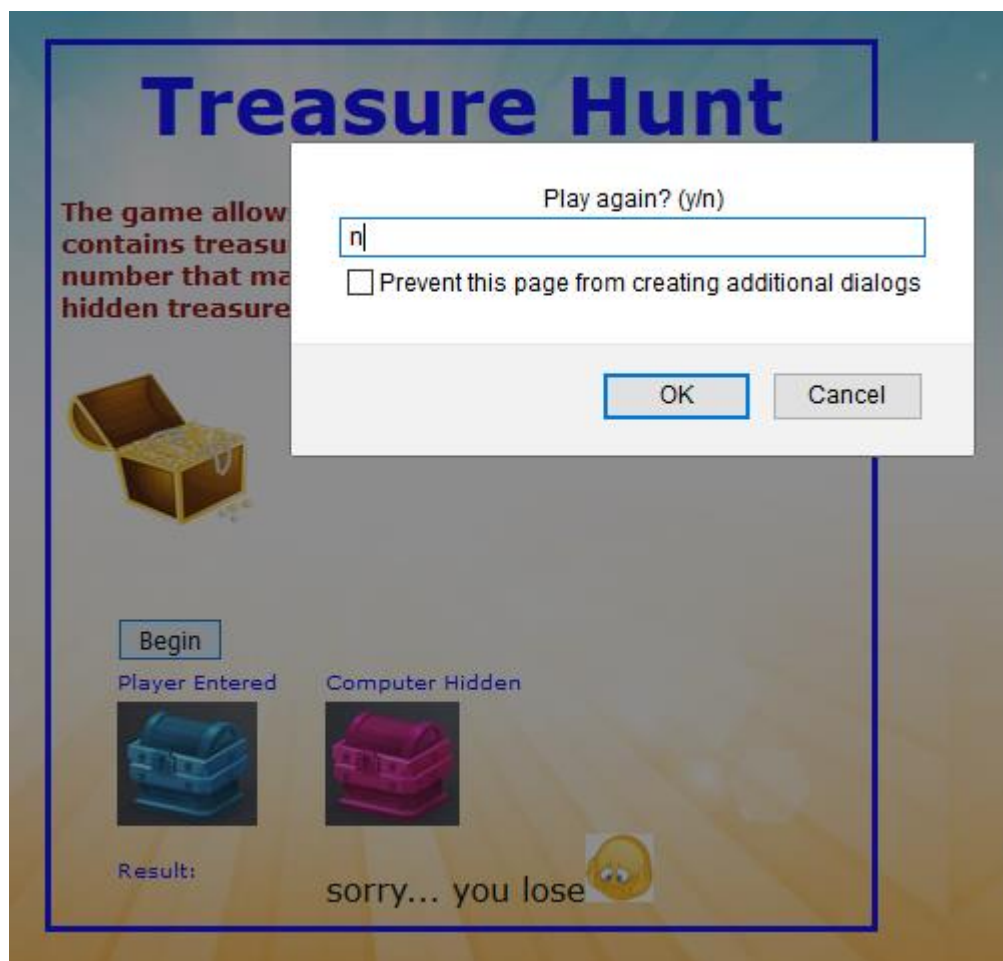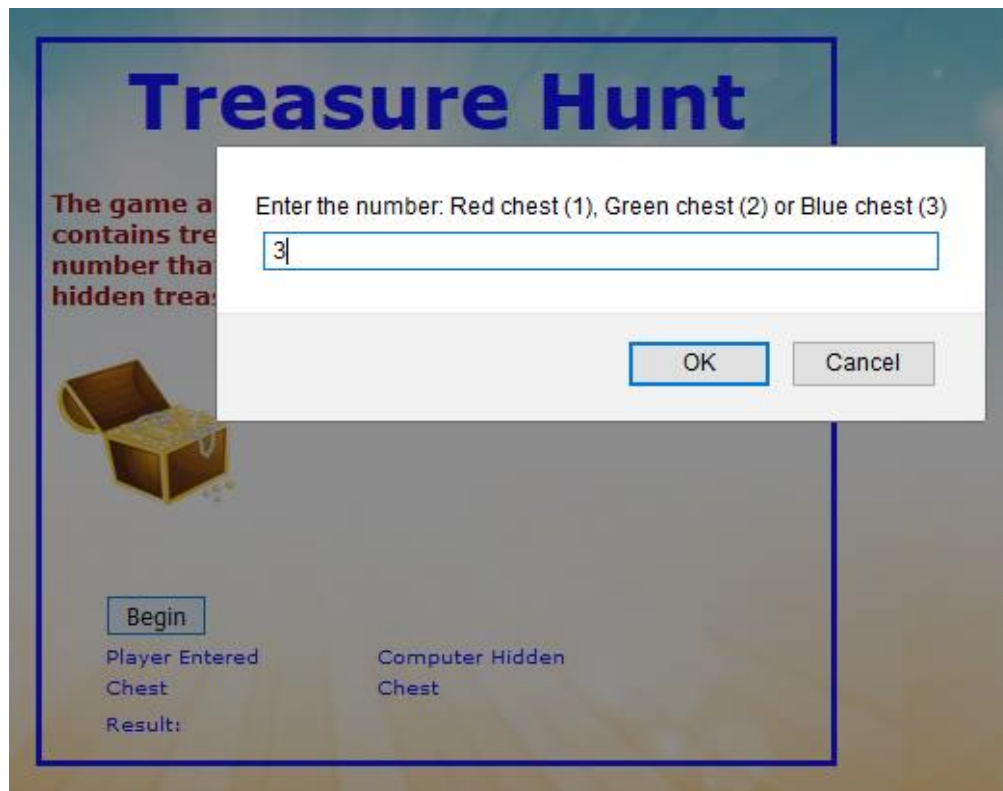# SCI 3300-04 Assignment 9
(100 points)

(1) (50 points) Create a web based game that will allow players to find the treasure which is hidden in one of the three chests. If the player enters a number that matches the computer generated number, the player wins, otherwise loses.

The page should look similar to this:

Treasure Hunt

The game a
contains tre
number tha
hidden trea

Enter the number: Red chest (1), Green chest (2) or Blue chest (3)

3

OK   Cancel

Begin

Player Entered
Chest

Computer Hidden
Chest

Result:

Treasure Hunt

The game allow
contains treasu
number that ma
hidden treasure

Play again? (y/n)

n

☐ Prevent this page from creating additional dialogs

OK   Cancel

Begin

Player Entered

Computer Hidden

Result: sorry... you lose

Treasure Hunt

The game allows the player to find the chest which contains treasure. If the player enters the chest number that matches the number of the computer hidden treasure chest, the player wins.

Begin

Player Entered   Computer Hidden

Result:

sorry... you lose

Treasure Hunt

The game a
contains tre
number tha
hidden trea

Enter the number: Red chest (1), Green chest (2) or Blue chest (3)

2

OK   Cancel

Begin

Player Entered   Computer Hidden

Result:

sorry... you lose

Treasure Hunt

The game allow
contains treasu
number that ma
hidden treasure

Play again? (y/n)

n

☐ Prevent this page from creating additional dialogs

OK   Cancel

Begin

Player Entered   Computer Hidden

Result:

you win!

Treasure Hunt

The game allows the player to find the chest which contains treasure. If the player enters the chest number that matches the number of the computer hidden treasure chest, the player wins.

Begin

Player Entered   Computer Hidden

Result:

you win!

(2) (50 points) A magic square is a two-dimensional array of positive integers in which the following is true:

- The number of rows equals the number of columns.
- Every row, column, and the two diagonals add up to the same number.

Create a web page with a table that has four rows and four columns. Allow the user to enter values for each cell. Store these values in a two-dimensional array named magic and determine if it is a magic square.

Note: if we call the array magic then the sums of the two diagonals are as follows:

diagonal1 = magic[0][0] + magic[1][1] + magic[2][2] + magic[3][3];

diagonal2 = magic[0][3] + magic[1][2] + magic[2][1] + magic[3][0];

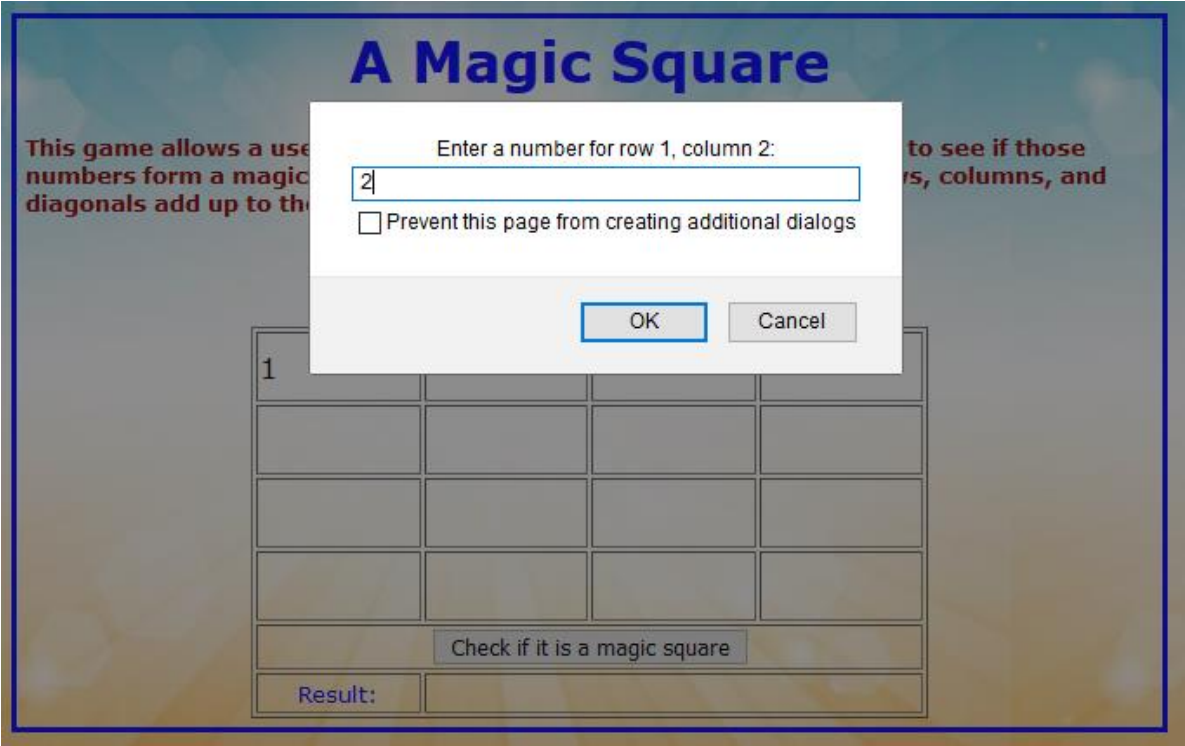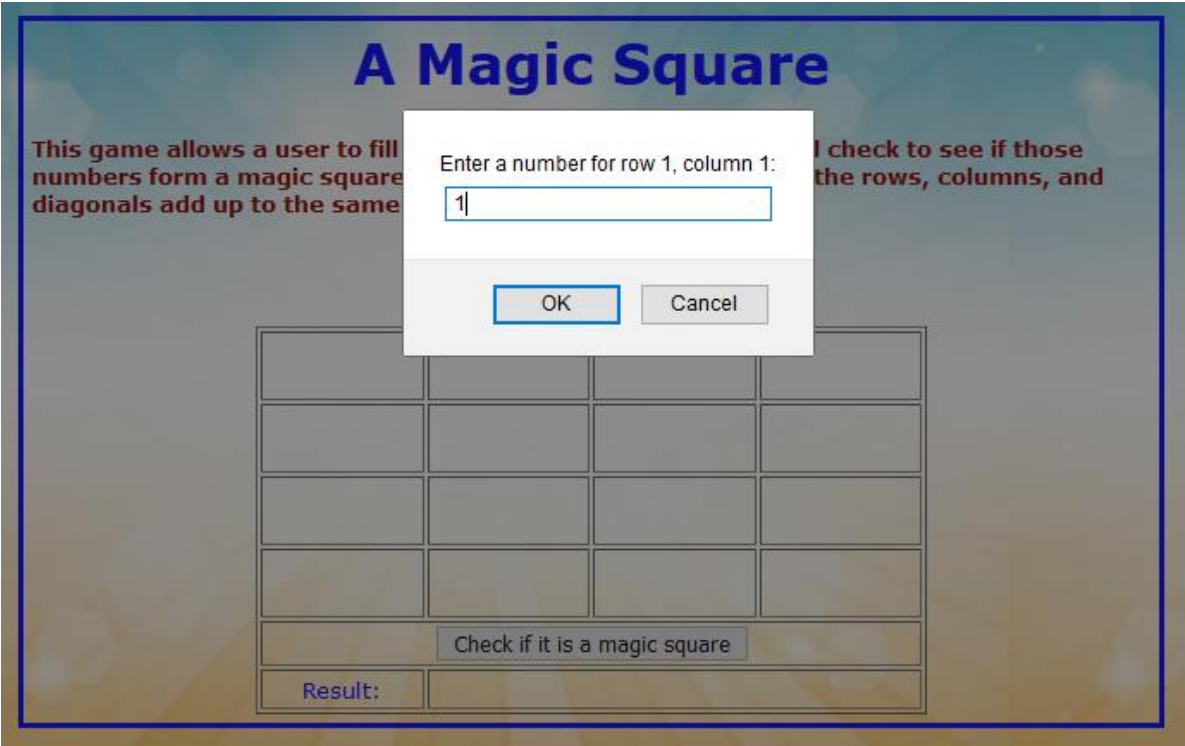The page should look similar to this:

A Magic Square

This game allows a user to fill the table with numbers and it will check to see if those numbers form a magic square. A magic square exists when all the rows, columns, and diagonals add up to the same number.

Enter your numbers

1	2	3	4
5	6	5	6
7	8	3	9
0	9	8	7

Check if it is a magic square

Result: Sorry, your square is not a magic square

A Magic Square

This game allows a user to fill the table with numbers and it will check to see if those numbers form a magic square. A magic square exists when all the rows, columns, and diagonals add up to the same number.

Enter your numbers

16	3	2	13
5	10	11	8
9	6	7	12
4	15	14	1

Check if it is a magic square

Result: Wow! This is a magic square

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 9.zip**, and submit the zip file to D2L dropbox.