

JavaScript Magic Eight Ball Instructions

You've learned a powerful tool in JavaScript: control flow! It's so powerful, in fact, that it can be used to tell someone's fortune.

In this project we will build a [Magic Eight Ball](#) using control flow in JavaScript.

The user will be able to input a question, then our program will output a random fortune.

1	<p>In the first line of the program, define a variable called <code>userName</code> that is set to an empty string.</p> <p>If the user wants, they can enter their name in between the quotation marks.</p>
2	<p>Below this variable, create a ternary expression that decides what to do if the user enters a name or not. If the user enters a name — like <code>'Jane'</code> — use string interpolation to log <code>Hello, Jane!</code> to the console. Otherwise, simply log <code>Hello!</code>.</p>
3	<p>Create a variable named <code>userQuestion</code>. The value of the variable should be a string that is the question the user wants to ask the Magic Eight Ball.</p>
4	<p>Write a <code>console.log()</code> for the <code>userQuestion</code>, stating what was asked. You can include the user's name in the <code>console.log()</code> statement, if you wish!</p>
5	<p>Generate a random number between 0 and 7.</p> <p>Create another variable, and name it <code>randomNumber</code>. Set it equal to this expression, which uses two methods (Math.floor() and Math.random()) from the Math library.</p> <pre>Math.floor(Math.random() * 8);</pre>
6	<p>Create one more variable named <code>eightBall</code>, and set it equal to an empty string. You will save a value to this variable in the next steps, depending on the value of <code>randomNumber</code>.</p>
7	<p>You need to create a control flow that takes in the <code>randomNumber</code> from step 5, and then assigns <code>eightBall</code> to a reply that a Magic Eight Ball would return. Think about utilising <code>if/else</code> or <code>switch</code> statements. Here are 8 Magic Eight Ball phrases that could be used and saved to the variable <code>eightBall</code>:</p> <ul style="list-style-type: none">• 'It is certain'• 'It is decidedly so'• 'Reply hazy try again'• 'Cannot predict now'• 'Do not count on it'• 'My sources say no'• 'Outlook not so good'• 'Signs point to yes' <p>If the <code>randomNumber</code> is 0, then save an answer to the <code>eightBall</code> variable; if <code>randomNumber</code> is 1, then save the next answer, and so on. If you're feeling creative, make your own responses!</p>
8	<p>Write a <code>console.log()</code> to print the Magic Eight Ball's answer, the value of the <code>eightBall</code> variable.</p>
9	<p>Stretch & Challenge</p>

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Run your program a few times to see random results appear in the console!

If you want extra practice:

- If you started with a switch statement, convert it to if/else if/else statements.
- If you started with if/else if/else statements, convert them to a switch statement.