ET712 - Assignment 9

Create a JavaScript file (link it to an HTML file), and write JavaScript code for below 2 tasks; Try to publish your webpage through Github.

A.

Create a simplified version of 'guess a number' web game application.

The secret number is random number (between 1 and 100), and is hidden during the game. The application html page should have one input element, one check button, one h1/p element to display message, and one image element.

Players can guess the number:

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1. When there is no input or invalid value, it should show a message 'no
input or invalid value' after user press 'check' button, 'no input' image
show.

2. When user put a wrong number and user press check button, message shows
'it is too low' or 'too high', and corresponding image will show.

3. When user put a correct number, background color changes, the secret
number shows, corresponding image will show.
```

Layout, color and images are upon your own preference.

B.

Create 3 buttons (for Rabbit, Cat, and Dog) on the html page. Click each button will show the corresponding pet's information and image.

In JavaScript file, create a class for pets. The class includes:
 4 properties: name, age, gender, species.
 2 methods:
    showMsg() which displays a message on the page such as: 'Fluffy is a rabbit, and she/he is 2 years
              old now';
    showImg() which will show the corresponding image on the page.

  You can choose your preferred layout, color and images.