XML Assigment 3

Create the simple game as shown in below the picture (using html & javascript):

The calculation is generated by the rule:

1. random 2 operands: a, b (a,b has 3 digital maximum)
2. Random operator in {“+”, “-“, “\*” }
3. Calculate the result by eval function. (“a+b” or “a-b” or “a\*b”)
4. Random one value from 2 values in the set {true, false}
5. If the result in step 4 = false, fake the result by assign result in step 3 by added to a number in the range (-10,10).

If a player select the correct answer, level increase 1, score increase 5. Game over if incorrrect.

Note: Zip code and name the file by format: Class\_ID\_FullName.zip

