Operators Lab

1. In your index.html page, add this near the bottom

```html
<section id="addNumbers">
  <input />
  <button>Add</button>
</section>
<section id="numberGuesser">
  <input />
  <button>Guess</button>
</section>
```

2. Create a new JavaScript file called operators.js. Add this to it.

```javascript
let total = 0;
const section = document.getElementById("addNumbers");
const box = document.querySelector('#addNumbers > input');
document.querySelector('#addNumbers > button').addEventListener("click", e => {
  const { value } = box;
  total = sumNumber(value);
  const p = document.createElement("p");
  p.textContent = total;
  section.appendChild(p);
});
```

If you run it right now, it will complain that sumNumber function doesn't exist.

3. Go ahead and write the sumNumber function. Its job is simple; Take the *total* variable and add value to it.
4. Run and test by entering a number into the text box and hitting the Add button.
5. Now depending on how you wrote the function, it's probably not adding the number at all. It's probably concatenating the digits. Your mission is to get it to add numbers properly.

A number guessing game

6. Add this to your operators.js file.

```javascript
const numberGuesserSection = document.getElementById("numberGuesser");
const numberGuesserInput = document.querySelector('#numberGuesser > input');
const numberGuesserButton = document.querySelector('#numberGuesser > button');
let feedbackMessage = "";
const min = 1; const max = 100;
const secretNumber = Math.floor(Math.random() * (max - min + 1)) + min;
numberGuesserButton.addEventListener('click', () => {
  const guessString = numberGuesserInput.value;
  // Convert the guessString to a number called guess.
  // If the guess is too high, tell the user so in feedbackMessage
  // If the guess is too low, tell the user so in feedbackMessage
  // If the guess is perfect, tell the user so in feedbackMessage
```

```
    // Add feedback message to the bottom of the numberGuesserSection
});
```
7. Now do you see those comments? Your job is to write JavaScript code to enact them. Go for it!

In the end your user should be able to play the number guessing game until they guess the secretNumber. When they can, you are finished.