

Front End Web Development

#### Submitted By:-

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## Under the Guidance of

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**INTRODUCTION:**

Simon games challenge memory retention capacity by generating a sequence of

colours for a player to repeat. After each successful series of presses, “Simon” repeats

the list followed by an additional random colour. Game play continues until the player

makes a mistake.

This project fulfils the same objectives using HTML, CSS, JAVASCRIPT, JQUERY.

Icon

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**Technologies used:**

1. HTML
2. CSS
3. JAVASCRIPT
4. JQUERY

1. HTML**:** HTML is the **standard markup** language for Web pages

HTML **elements** are the building blocks of HTML pages

HTML elements are represented by **<> tags**

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2. **CSS:**

CSS stands for Cascading Style Sheets

CSS describes how HTML elements are to be displayed on screen, paper, or in other media

CSS saves a lot of work. It can control the layout of multiple web pages all at once

External stylesheets are stored in CSS files

3.**JAVASCRIPT**:

JavaScript is a scripting or programming language that allows to implement complex features on web pages — every time a web page does more than just sit there and display static information for us to look at — displaying timely content updates, interactive maps, animated 2D/3D graphics, scrolling video jukeboxes, etc. — we can bet that JavaScript is probably involved. It is the third layer of the layer cake of standard web technologies, two of which ([HTML](https://developer.mozilla.org/en-US/docs/Learn/HTML) and [CSS](https://developer.mozilla.org/en-US/docs/Learn/CSS)) we have covered in much more detail in other parts of the Learning Area.

4.**JQUERY:** It is one of the most popular JavaScript libraries out there. jQuery makes web development easier by overcoming all the “stuff” that makes JavaScript difficult to use. With jQuery, we can call simple methods instead rewriting task blocks.

SCREENSHOTS:

Graphical user interface

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Graphical user interface

Description automatically generated with low confidence

Graphical user interface

Description automatically generated with medium confidence

A picture containing graphical user interface

Description automatically generated

**HOW IT WORKS**

So, the way it works, you can press any key to start, and it will show you a title you have to click on and as you go from level to level.

The patterns get more and more complicated and at some point, you are going to screw up.

It's going to tell you you've done it wrong, and the game is over.

You can press any key to restart the game.

**CODE SNIPPET:**

A screenshot of a computer

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Text

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A screenshot of a computer

Description automatically generated with medium confidence

1. This is the screenshot of the **index.html** , **styles.css** , **game.js** file , where we can find all the scripts and the modules that we have used.
2. In the left side of the image , we can see that folders have been created for reusability of the code.
3. We can divide each and every things into component and can reuse it, as per our need.
4. This also helps us to remove the errors of the code when we work on big projects.

**GITHUB:**

Github link:

THANK YOU