

```
//index HTML
```

```
<!DOCTYPE html>
```

```
<html lang="en" dir="ltr">
```

```
<head>
```

```
<meta charset="utf-8">
```

```
<title>DICE GAME</title>
```

```
<link rel="stylesheet" href="style.css">
```

```
</head>
```

```
<body>
```

```
<div class="container">
```

```
<h1> Dice Game - Refresh to Play </h1>
```

```
<div>
```

```
<p> Player 1</p>
```

```

```

```
</div>
```

```
<div>
```

```
<p> Player 2 </p>
```

```

```

```
</div>
```

```
<div>
```

```
<p> Player 3 </p>
```

```

```

```
</div>
```

```
<div>
```

```
<p> Player 4 </p>
```

```
        
    </div>

</div>

<script src="main.js"></script>

</body>
</html>
```

```
//css
```

```
h1
{
    font-size: 3rem;
    font-family: 'cambria', cursive;
}
```

```
p
{
    font-size: 2rem;
    font-family: 'cambria', cursive;
}
```

```
.container
{
    text-align: center;
    margin:auto;
    width:70%;
```

```
}
```

```
//js
```

```
// Dice 1 - Player 1
```

```
var randomNumber1=Math.floor((Math.random() * 6) + 1);  
var randomImage1="images/BL"+randomNumber1+".png";  
var image1=document.querySelectorAll("img")[0];  
image1.setAttribute("src",randomImage1);
```

```
// Dice 2 - Player 2
```

```
var randomNumber2=Math.floor((Math.random() * 6) + 1);  
var randomImage2="images/R"+randomNumber2+".png";  
var image2=document.querySelectorAll("img")[1];  
image2.setAttribute("src",randomImage2);
```

```
// Dice 3 - Player 3
```

```
var randomNumber3=Math.floor((Math.random() * 6) + 1);  
var randomImage3="images/G"+randomNumber3+".png";  
var image3=document.querySelectorAll("img")[2];  
image3.setAttribute("src",randomImage3);
```

```
// Dice 4 - Player 4
```

```
var randomNumber4=Math.floor((Math.random() * 6) + 1);  
var randomImage4="images/pl"+randomNumber4+".png";  
var image4=document.querySelectorAll("img")[3];  
image4.setAttribute("src",randomImage4);
```

```
if (randomNumber1 > randomNumber2 && randomNumber1 > randomNumber3)
```

```
{
```

```
document.querySelector("h1").innerHTML="Player 1 Wins !";  
}  
else if (randomNumber2 > randomNumber1 && randomNumber2 > randomNumber3)  
{  
    document.querySelector("h1").innerHTML="Player 2 Wins !";  
}  
else if (randomNumber3 > randomNumber1 && randomNumber3 > randomNumber2)  
{  
    document.querySelector("h1").innerHTML="Player 3 Wins !";  
}  
else if (randomNumber4 > randomNumber1 && randomNumber4 > randomNumber2)  
{  
    document.querySelector("h1").innerHTML="Player 4 Wins !";  
}  
else {  
    document.querySelector("h1").innerHTML="Draw !";  
}
```

---

**Draw !**

Player 1



Player 2



Player 3



Player 4



---

**Player 1 Wins !**

Player 1



Player 2



Player 3



Player 4



---

**Player 3 Wins !**

Player 1



Player 2



Player 3



Player 4



**Player 2 Wins !**

Player 1



Player 2



Player 3



Player 4



---

**Player 4 Wins !**

Player 1



Player 2



Player 3



Player 4

