Kata 21 - Number Guesser

Assignment

95 - 180 minutes

[✓ Status] [Complete]

> **STRETCH ACTIVITY**
> This activity is marked as stretch. We strongly suggest you come back to it if/when you've completed all the core exercises for the prep course.

In this kata you'll be responsible for setting up your JS file from scratch. Make sure it is well organized!

Write a guessing game where the user has to guess a secret number. After every guess the program tells the user whether their number was too large or too small. At the end, the number of tries needed should be printed.

Inputting the same number multiple times should only count as one try. If the user provides an answer which isn't a number, print an error message and do not count this as a try.

Setup

Generating a random number

Use google to figure this out, there are many resources online that explain how to generate a random number in JavaScript.

Reading input from the command line

Reading input from the command line in node is quite difficult in a normal situation. For this kata we'd like you to setup a `package.json` file along side your code for this kata:

```
{
  "dependencies": {
    "prompt-sync": "^4.1.5"
  }
}
```

Then run `npm install` in the folder that contains your code and the `package.json` file. This will install the `prompt-sync` npm package for you to use in your code. Read through the documentation of this package so you know how it works.

Here is a starting file for this kata, run it first to understand how `prompt` works:

```
let prompt = require("prompt-sync")();

// code below (replace this example)
let answer = prompt("Guess a number: ");
console.log("You answered: " + answer);
```
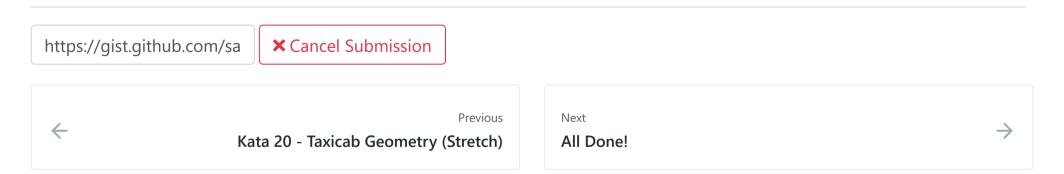
Sample output

Lines preceded with > are provided by the user.

```
Guess a number:
> 12
Too Low!
Guess a number:
> 65
Too High!
Guess a number:
> 65
Already Guessed!
Guess a number:
> asdf
Not a number! Try again!
Guess a number:
> 42
You got it! You took 3 attempts!
```

👉 Submit Your Work

- Browse to gist.github.com and create a new gist.
- Copy-and-paste your code into the form
- Name the gist and the file appropriately and click `Create secret gist`.
- Finally, mark this activity as completed (at the bottom of this page) and please copy/paste the *entire* browser URL for your gist (from *gist.github.com*) into the text field.

https://gist.github.com/sa   ✖ Cancel Submission

How well did you understand this content?

Thank you for your feedback

⭐ ⭐ ⭐ ⭐ ⭐

Got most of it

Please give us some written insight into your feedback

Prep Work

› 1: Welcome

› 2: Dev Environment

› 3: Version Control

› 4: Programming Intro

› 5: The Browser

⌄ 6: Katas

6 hrs *+ 29 hrs stretch* 🏆

📖 [Katas](#) ✓

</> [Kata 1 - Sum the Largest Numbers](#) ✓

</> [Kata 2 - Conditional sums](#) ✓

</> [Kata 3 - Vowels](#) ✓

</> [Kata 4 - Instructors Names](#) ✓

</> [Kata 5 - Percent Encoded String](#) ✓

</> [Kata 6 - SmartParking](#) ✓

</> [Kata 7 - In the Air Tonight](#) ✓

</> *[Kata 8 - Repeating Numbers](#)* ✓

</> *[Kata 9 - Case Maker](#)* ✓

</> *[Kata 10 - Multiplication Table](#)* ✓

</> *[Kata 11 - Bouncy Castles](#)* ✓

</> *[Kata 12 - The Great Codeville Bake-off](#)* ✓

</> *[Kata 13 - Talking Calendar](#)* ✓

</> *[Kata 14 - Change Calculator](#)* ✓

</> *[Kata 15 - Organizing Instructors](#)* ✓

</> *[Kata 16 - Case Maker II](#)* ✓

</> *[Kata 17 - JS Object From URL Encoded String](#)* ✓

</> *[Kata 18 - Square Code](#)* ✓

</> *[Kata 19 - Queen Threat Detector](#)* ✓

</> *[Kata 20 - Taxicab Geometry](#)* ✓

</> *[Kata 21 - Number Guesser](#)* ✓

› 7: Stretch Project

› 8: The Lab Manual

› 9: Day One Prep

› 10: Collab Tools Setup