

Lab 7

Due: 11:00pm on November 9, 2014

20 points

This lab will focus on writing a simple arithmetic game. In order to find your file on the server, make sure you specify the URL to access your files in your d2l submission as a comment. It should be stored at <http://webdev.cs.uwosh.edu/userID/Labs/lab7.html>. A link from the comments in your d2l submission makes your page much easier to find. We will be using this lab in subsequent labs with sessions and connecting to a database so it's important to get this lab working. The high level idea of this lab is to create a simple arithmetic game. The following steps explain what needs to be displayed and also explain how the game is played.

1. Display two numbers, an operator between the numbers, an equal sign, a textbox for the user to enter a number and a submit button. There should be a timer next to the submit button letting the user know how much time is left. There should also be a value underneath telling the user how many he or she has gotten right so far. See below for an example:

4 - 6 = Time left: 23 seconds

Number Correct: 0

2. The timer initially starts at 30 seconds and the timer is updated after each second. See the following for information on how to time an event:
http://www.w3schools.com/js/js_timing.asp.
3. The user is given two random numbers between 1 and 100 and a random operator (either + or -). This page will help with random numbers: http://www.w3schools.com/js/js_math.asp. The user enters in a value and hits the submit button. If the user was correct, the "Number Correct" goes up by 1 and a new set of values is given for the user to guess. Given the above example, if the user typed in -2 and hit the submit button, the following would be what the user might see next:

10 + 5 = Time left: 18 seconds

Number Correct: 1

4. If the user was incorrect, the textbox is shaded red and the user must get the answer right before moving on. For example, this is what the user would see after hitting the submit button when entering 14 in the text box:

10 + 5 = Time left: 15 seconds

Number Correct: 1

5. If the user was incorrect but eventually gets the answer right, the textbox should go back to it's default state without a red background.
6. The game continues until the timer reaches 0. When the timer reaches 0, the textbox and submit button are disabled and an alert pops up telling the user how many he or she got correct.