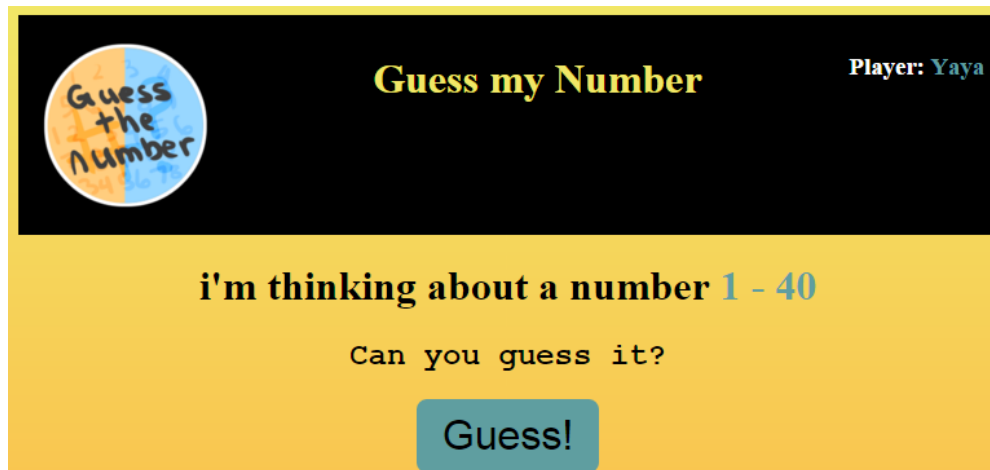


Connecting Javascript with HTML

(Let the fun begin)

Guess my Number (proj name: guess-num)



1. Use Basic CSS to design the page:

- Font, colors, alignment...
- Make button change color when mouse hovers over it
- Make it look nice (do not spend more than 20 minutes for now)

2. Build the game logic:

- Note – there are no loops in this exercise
- The program generates a random integer in a specific range (between 1-5)
- The user can guess and get feedback
 - The user clicks the button, gets a prompt for entering his guess
 - When the user guess it wrong, let him know if its higher or lower
 - Use document.querySelector to show your output on the page
- Here is an example of the output:



Guess my Number

Player: Yaya

You guessed: 8 - Too High!

i'm thinking about a number 1 - 40

Can you guess it?

Guess!