

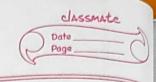
## Exercise 2 - Snake Water Gun

Use Javascrift to create a game of Snake Water & Gun. The game Should ask you to enter 5, wor G. The Computer Should be able to randomly generate 5, wor G and declare Win or loss using abert. Use confirm and prompt wherever required

## Exercise 1 - Guess the number

Write a Java Script brogram to generate a random number and store it in a variable. The program then takes an input from the user to tell them whether the guess was correct, greater or lesser than the original number.

100 - (no of guesses) is the score of the user The program is expected to terminate once the number is glassed. Humber should be between 1 - 100.



## Exercise 2 - Snake Water Gun

Use Javascrift to create a game of Snake Water & Gun. The game Should ask you to enter 5, wor G. The Computer Should be able to randomly generate 5, wor G and declare Win or loss using abert. Use confirm and prompt wherever required

## Exercise 1 - Guess the number

Write a Java Script brogram to generate a random number and store it in a variable. The program then takes an input from the user to tell them whether the guess was correct, greater or lesser than the original number.

100 - (no of guesses) is the score of the user The program is expected to terminate once the number is glassed. Humber should be between 1 - 100.