

Exercise 2 - Snake Water Gun

Use Javascript to create a game of Snake Water & Gun. The game should ask you to enter S, W or G. The computer should be able to randomly generate S, W or G and declare Win or Loss using alert. Use confirm and prompt wherever required.

Exercise 1 - Guess the number

Write a JavaScript program 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 guessed. Number should be between 1 - 100.

Exercise 2 - Snake Water Gun

Use Javascript to create a game of Snake Water & Gun. The game should ask you to enter S, W or G. The computer should be able to randomly generate S, W or G and declare Win or Loss using alert. Use confirm and prompt wherever required.

Exercise 1 - Guess the number

Write a JavaScript program 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 guessed. Number should be between 1 - 100.