Intro to Programming
COEN 10

Lab 3

Guess the Number

Guess the Number

- You will create a guess-the-number game
  - The game generates 5 numbers randomly,
  - The user tries to guess them
- Use HTML/PHP
  - 2 pages

Guess the Number

- 1st page
  - Use a **form** to input a number between 1 and 20 from the user and send to page 2

Guess the Number

- 2nd page
  - Receive the number from page 1
  - Generate 5 numbers randomly into an array
  - Traverse the array searching for the number received
    - If the number is in the array, echo "You got it!".
    - If the number is not in the array, echo "Wrong!..."
    - Show the numbers generated randomly.
  - Have a button to enable the user to try again.

Lab 3 – Guess the Number

- Requirements
  - You have to use an array
  - You need two loops
    - One to generate the random numbers
    - Another to search for the guessed number in the array

Lab 3 – Guess the Number

- Before the lab
  - Write the pseudo code
    - Of the second file, showing the algorithm
  - Deliver the pseudo code to the TA at the beginning of the lab
    - Don't forget to add the following to the page
      - Name
      - Lab Section
      - Lab #

Lab 3 – Guess the Number

- When you are done
  - Demo
    - Play the game on the browser to the TA
  - Submit
    - Upload the source code to Camino
    - Don't forget to add the following to the code
      - Name
      - Lab Section
      - Lab #

End

Lab 3