

GUESS

先宣告可以改變的變數 以及隨機產生 1~20 的整數

```
let secretNumber = Math.trunc(Math.random() * 20) + 1;  
let score = 20;  
let highScore = 0;
```

檢查所輸入的整數是否介於 1~20 之間，並且比較和變數 **answer** 的關係 以及每個情境後面的行為

```
document.querySelector('.check').addEventListener('click', function () {  
  const guess = Number(document.querySelector('.guess').value);
```

如果輸入的不是數字的話

```
if (!guess) {  
  
  displayMessage('🚫 No Number!');
```

如果猜對的話

```
} else if (guess === secretNumber) {  
  displayMessage('🎉 Correct Number!');  
  document.querySelector('.number').textContent = secretNumber;  
  document.querySelector('body').style.backgroundColor = '#60b347';  
  document.querySelector('.number').style.width = '30rem';  
  if (score > highScore) {  
    highScore = score;  
    document.querySelector('.highscore').textContent = highScore;  
  }
```

猜錯的話

```
} else if (guess !== secretNumber) {  
  if (score > 1) {  
    displayMessage(guess > secretNumber ? '📈 Too High!' : '📉 Too Low!');  
    score--;
```

```
document.querySelector('.score').textContent = score;
}
```

輸掉的話

```
else {
  displayMessage('👎 You lost the game!');
  document.querySelector('.score').textContent = 0;
  document.querySelector('.number').textContent = secretNumber;
}

}

});
```

設定重新開始按鍵的函式

```
document.querySelector('.again').addEventListener('click', function () {
  score = 20;
  secretNumber = Math.trunc(Math.random() * 20) + 1;

  displayMessage('Start guessing...');
  document.querySelector('.score').textContent = score;
  document.querySelector('.number').textContent = '?';
  document.querySelector('.guess').value = '';
  document.querySelector('body').style.backgroundColor = '#222';
  document.querySelector('.number').style.width = '15rem';
});
```