Lab 8_1 [20 points] Loop Part 2

Objectives

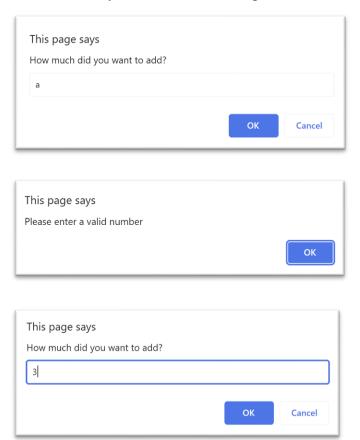
- Practice designing while loop
- Practice conditional statements

What to do

Please follow the steps:

1. [5 points] Create a html page with title as lab8_2. The page load lab8_2.js as its JavaScript file. No content is needed for the page.

In the JavaScript file, use prompt() to ask user's input about 'How much did you want to add?'. Design a while loop. The loop will check whether the user's input is a number and whether the number is positive? If the input satisfy the requirement, then exit the loop and alert('Your current balance is ' + balance + '. Go ahead.') If the input doesn't satisfy the requirement, alert('Please enter a valid number') and continue to ask for input 'How much did you want to add?' Sample run is as follows:



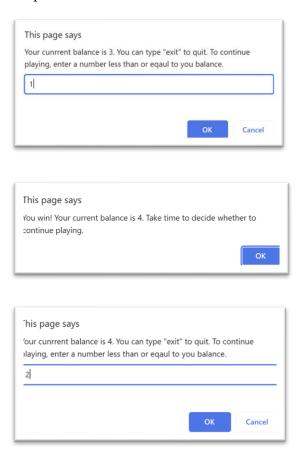


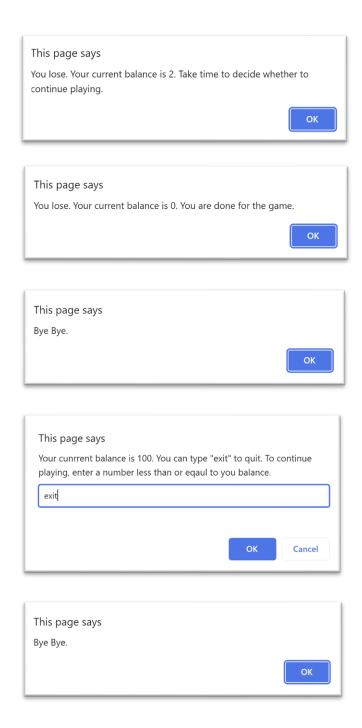
2. [15 points] Continue to work on the JavaScript file.

Use prompt to let the user know current balance and ask user to input a number that is positive, less than or equal to the balance; or type "exit" to exit the game.

Design and while loop to let the user to continue to play the game if the user doesn't type "exit" or the balance is not 0. In the game, check the user's input first. If the input is valid. Generate a winning probability of 0.3 that the balance is added by the number of user's input and a losing probability of 0.7 that the balance is subtracted by the number of user's input (hint: winning probability generation is similar to our previous lab). If the balance is 0, exit the while loop with alert message. (Hint: "break" statement can be used to exit a loop). If user typed "exit", exit the loop. When the loop is ended, alert "Bye Bye."

Sample run is as follows:





Submission:

Zip the HTML and JavaScript files and submit to Brightspace.