**MD WALID WISE**

**ID : 1800937**

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>The Dice Game ðŸŽ²</title>

<script>

"use strict";

function game1() {

var count, num1, i, scores, sum = 0;

count= Number(document.getElementById("id1").value);

scores= "You have rolled the Dice " + count + " times." + "<br>" + " And you scored : " + "<br>";

for(i=0; i<count ; i++) {

num1 = Math.floor(Math.random() \* 6) + 1;

scores= scores+ num1 + "<br>";

sum= sum+ num1;

}

scores= scores + " Total sum of your all Scores is :" + sum + "<br>" + " Well done ðŸ‘ ! ";

document.getElementById("scores").innerHTML= scores;

}

function game2() {

var num = 0, scores = 0, count = 0;

while(num!=6) {

num= Math.floor(Math.random()\*6)+1;

count=count+1;

scores= scores+num+ "<br>";

}

scores=scores + "You had to roll the Dice " + count + " times to score (6) ";

document.getElementById("scores").innerHTML= scores;

}

function game3() {

var n = 0 , num, scores = 0;

while(n!= num) {

n=num;

num=Math.floor(Math.random()\*6)+1;

scores= scores+ num + "<br>";

}

document.getElementById("scores").innerHTML=scores;

}

</script>

</head>

<body>

<h1>The Dice Game ðŸŽ²</h1>

<p> How many times to roll the Dice? : <input type= "text" id= "id1">

<input type="button" value="Play" onclick="game1()" >

</p>

<p> Roll the Dice untill it gets the Score 6 : <input type="button" value="Play" onclick="game2()">

</p>

<p> Roll the Dice untill it gets the same Score : <input type="button" value="Play" onclick="game3()">

</p>

<p id="scores"></p>

</body>

</html>

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