Tutorial Project 6

In this project, you will be completing the code for playing a word guessing game**.**

1. Download the file data files for this project into a folder that you name tutorial15solution.
2. Open **guessinggame.htm** in a simple text editor and save as **tutorial6solution.htm**.
3. Open the **guess.js** file in a simple text editor.
4. Insert comments in both files that designate you as the author of the files.
5. Review **tutorial6solution.htm**, paying attention to the names and ids of the various elements.
6. In guess.js, complete the following functions so that the game can be played using mouse or keyboard:

**function init(){**

**var allElem = document.getElementsByTagName("\*");**

**for (var i = 0; i < allElem.length; i++) {**

**if (allElem[i].className == "letter") letters.push(allElem[i]);**

**}**

**/\* add the callMe function as an onclick for all the letters**

**array \*/**

**holdWords = randomWords(); // generate a random word**

**wordsLength = holdWords.length;**

**correct = 0;**

**tries = 0;**

**document.form1.trd.value = tries; //set textbox value to the tries**

**document.onkeydown = catchKeyStrokes**

**}**

**function callMe()**

**{**

**/\* check to see if letter is empty - if so,**

**then mouse was clicked so**

**assign letter the id of the source event \*/**

**/\* add one to tries and update the form1 text box \*/**

**/\* loop through the holdWords variable to see if letter**

**Matches any one of them. if so change the**

**corresponding blank image to**

**document.images[letter].src, add one to correct, subtract**

**one from tries (since there was a match, and update the**

**form1 text box**

**if correct is equal to the word length**

**- tell the user they**

**guessed the word \*/**

**/\* after looping through to see if there were matches,**

**check to see if tries is up -- if it is, tell the user \*/**

**/\* to stop user from trying same letter twice,**

**remove the event**

**from the letter \*/**

**/\* also set keybrd location for letter to 1 so**

**that they can't**

**press that key over either \*/**

**/\* reset letter to "" \*/**

**}**

**function catchKeyStrokes()**

**{**

**/\* if the keyCode is the return key, start a new game \*/**

**/\* else**

**process the letter of the key pressed by**

**getting the character for it and then setting letter**

**to that value. Then call callMe() \*/**

**}**

function newGame()

{

holdWords = randomWords(); // generate a random word

// reset the wordsLength, correct, and tries variables

wordsLength = holdWords.length;

correct = 0;

tries = 0;

letter="";

// detach all events for the letters array elements

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// reset the blank images

// reset the keybrd array

for (var i = 0; i < keybrd.length; i ++ ) {

keybrd[i] = 0;

}

document.form1.trd.value = tries; //set textbox value to the tries

}

1. Test your finished code in a browser. Make corrections as necessary.
2. Print a copy of **guess.js**.