Tutorial Project 10

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

1. Download the data files for this project into a folder that you name tutorial10solution.
2. Open **guessinggame.htm** in a simple text editor and save as **tutorial10solution.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 **tutorial10solution.htm**, paying attention to the names and ids of the various elements.
6. In guess.js, insert function **showContent(windowObj, word, correct)** that writes content similar to the following:

|  |
| --- |
| <html>  <head>  <title>Guessing Game Result</title>  <link rel='stylesheet' href='guess.css' type='text/css' />  </head>  <body>  <table>  <tr>  <td>  Picture  </td>  <td>  Message  <br /><input type='button' value='OK'onclick='self.close()' />  </td>  </tr>  </table>  </body>  </html>  Where if correct is true, show correct.jpg and display a congratulations message using the guessed word; however, if correct is false, show incorrect.jpg and display a message saying that chances are over and the target word. |

1. Insert function **gameresult(word, correct**) that does the following:
   1. Attempts to make a popup window.
   2. If the popup window is created, call showContent passing the window plus the word and correct variables.
   3. Otherwise, display appropriate alert dialog boxes based on whether correct is true or false.
2. In function **callMe()**, add the following:
   1. At comment “// Insert call to gameresult for winning game,” add call to gameresult that causes winning message to be shown.
   2. At comment “// Insert call to gameresult for losing game,” add call to gameresult that causes losing message to be shown.
3. In function **init()**, add code to beginning of the function that will prevent the page from loading in a frame.
4. Test your finished code in a browser. Make corrections as necessary.
5. Print a copy of **guess.js**.