Total of 13 marks.

1.)

Create three new components: GameControl, Odd and Even

2.)( total of 5 marks )

The GameControl Component should have buttons to start and stop the game

When starting the game, an event (holding a incrementing number) should get emitted each second (ref = setInterval())

File name:game.component.ts:

  onStartGame() {

    this.interval = setInterval(() => {

       //1 mark

       //1 mark

    }, 1000);

  }

  onPauseGame() {

// example clearInterval(ref))

    //1 mark

  }

File: game.component.html:

// 1 mark for the start game

// 1 mark for the stop game

<!--Beginning  2 buttons. One for "Start Game" and other for "Pause Game"-->

//2 marks

<!--End  2 buttons. One for "Start Game" and other for "Pause Game"-->

3.)( 1 mark total)

The event should be listenable from outside the component

File:app.component.html:

// 1 mark

 <!-- Beginning app-game-control click event for intervalFired for method onIntervalFired-->

  <div class="row">

    <div class="col-xs-12">

// 1 mark

    </div>

  </div>

  <!-- End app-game-control click event for intervalFired for method onIntervalFired-->

4.)

When stopping the game, no more events should get emitted (clearInterval(ref))

5.)(total of 2 marks)

A new Odd component should get created for every odd number emitted, the same should happen for the Even Component (on even numbers)</li>

In app.component.ts:

 // Begin increment even or odd number arrays

  onIntervalFired(firedNumber: number) {

// 2 marks

  }

 // End increment even or odd number arrays

6.) (total of 2 marks)

Simply output Odd - NUMBER or Even - NUMBER in the two components</li>

In app.component.html:

  <!--Beginning for loop of odd and even numbers-->

  <div class="row">

    <div class="col-xs-12">

// 2 marks

    </div>

  </div>

  <!--End for loop of odd and even numbers-->

7.)(total of 2 marks)

Style the element (e.g. paragraph) holding your output text differently in both components

For odd number it should be blue (1 mark)

For even number it should be green (1 mark)

8.)

1 mark for the program working as below:

1 mark

