Lab 3 – Part 1: Password Encryption

Create a password encryption application.

REQUIREMENTS:

1. Create a password encryption page.
2. The user should be able to enter their desired password into a text box.
3. The user should be able to click a button labeled, “Encrypt!”
4. After clicking the button, the user should see their encrypted password displayed in a message box located below the submit button (previously hidden).
5. The password should be encrypted using an MD5 hash.
6. The user should see an error message displayed in the message box if an empty string is submitted.

Lab 3 – Part 2: Test the Number Guesser

Use Jasmine to test the guessNum() function (*found in guess.js*).

REQUIREMENTS:

1. guessNum should return a success message if the guess is correct: **You guessed it, it was 10!**
2. guessNum should return a guess again message if the guess is not correct: **Guess again.**
3. guessNum should throw an error message if guess is an empty string: **You did not enter a number.**
4. guessNum should throw an error message if guess is too low: **You guessed too low.**
5. guessNum should throw an error message if guess is too high: **You guessed too high.**