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<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en" xml:lang="en"
dir="ltr">

<head>
<title>Random Number</title>
  <!-- author: Stuart Crome
  CIS 243, Spring 2011 -->
  <meta name="author" content="Stuart Crome" />
  <meta name="keywords" content="Using functions, decisions to
create random numbers, Spring 2011, Edmonds Community College" />
  <meta name="description" content="Creating a page asking the
user to guess a random number" />
  <meta http-equiv="content-type" content="text/html; charset=UTF-
8" />
  <meta name="robots" content="none" />

  <script type="text/javascript">
    var count = 0;

    /*~~~~~
    Function name: checkGuess()
    Purpose: To check the user choices for random number
    guesses
    Author: Stuart Crome
    Created on: April 30, 2011
    Modified by: Stuart Crome
    Modified: May 2, 2011
    Parameters: None
    ~~~~~*/
    function checkGuess()
    {
var intUserNum = document.forms[0].elements[0].value;
var intRandNum = document.forms[0].elements[1].value;

//check to see if the user entered a number
        if(isNaN(parseInt(intUserNum)))
        {
            document.getElementById("responseText").innerHTML =
"<h4>Please enter a number between 1 and 100</h4>";
            document.forms[0].txtUserNum.focus();
            return false;
        }

        if(parseInt(intUserNum) < 0)
        {
            document.getElementById("responseText").innerHTML =
"<h4>Please enter a number between 1 and 100</h4>";
            document.forms[0].txtUserNum.focus();
            return false;
        }
    }
  </script>

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    }

    if(parseInt(intUserNum) > parseInt(intRandNum))
    {
        if(parseInt(intUserNum) > 100)
        {
            document.getElementById("responseText").innerHTML =
"<h4>Please enter a number between 1 and 100</h4>";
            document.forms[0].txtUserNum.focus();
            return false;
        }
        else
        {
            count++;
            document.getElementById("responseText").innerHTML =
"<h4>The number you picked is too high. Please enter another
number.</h4><h4>Guesses: " + count;
            document.forms[0].txtUserNum.focus()

        }

    }

    if(parseInt(intUserNum) < parseInt(intRandNum))
    {
        if(parseInt(intUserNum) < 0)
        {
            document.getElementById("responseText").innerHTML =
"<h4>Please enter a number between 1 and 100</h4>";
            document.forms[0].txtUserNum.focus();
            return false;
        }
        else
        {
            count++;
            document.getElementById("responseText").innerHTML =
"<h4>The number you picked is too low. Please enter another
number.</h4><h4>Guesses: " + count;
            document.forms[0].txtUserNum.focus()

        }

    }

    //correct guess
    if(parseInt(intUserNum) == parseInt(intRandNum))
    {
        count++;
        document.getElementById("responseText").innerHTML =
"<h3>Congratulations! You guessed the number after " + count + "
guesses!</h3>";

    }
    return true;
}

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        </script>
</head>

<body style="background-color:#99CCFF"
onload="document.forms[0].txtUserNum.focus();">

<form action="" onsubmit="checkGuess();">
  <h2>Random Number</h2>
  <h4>Welcome to the random number guess game.</h4>
  <h4>I have generated a number between 1 and 100. Guess what it
is.</h4>
  <h4>Your guesses will be counted below.</h4>
  <input type="text" value="" name="txtUserNum" /><br /><br />

  <?php

      $intRandNum = 0;

      /*~~~~~
Function name: createRand()
Purpose: To create a random number using the PHP rand()
function
Author: Stuart Crome
Created on: April 22, 2011
Modified by: Stuart Crome
Modified: April 29, 2011
Parameters: None
~~~~~*/
function createRand()
{
    global $intRandNum;
    $intRandNum = rand(1, 100);
}
createRand();

?>

  <input type="hidden" name="txtcorrectAns" value="<?php print
$intRandNum; ?>" size="20" /><br />
  <input type="button" id="btnSubmit" name="cmdSubmit" value="Submit"
onclick="checkGuess();" /><br /><br />
  <fieldset>
  <div id="responseText">

  </div>
  </fieldset>
</form>
</body>
</html>

```