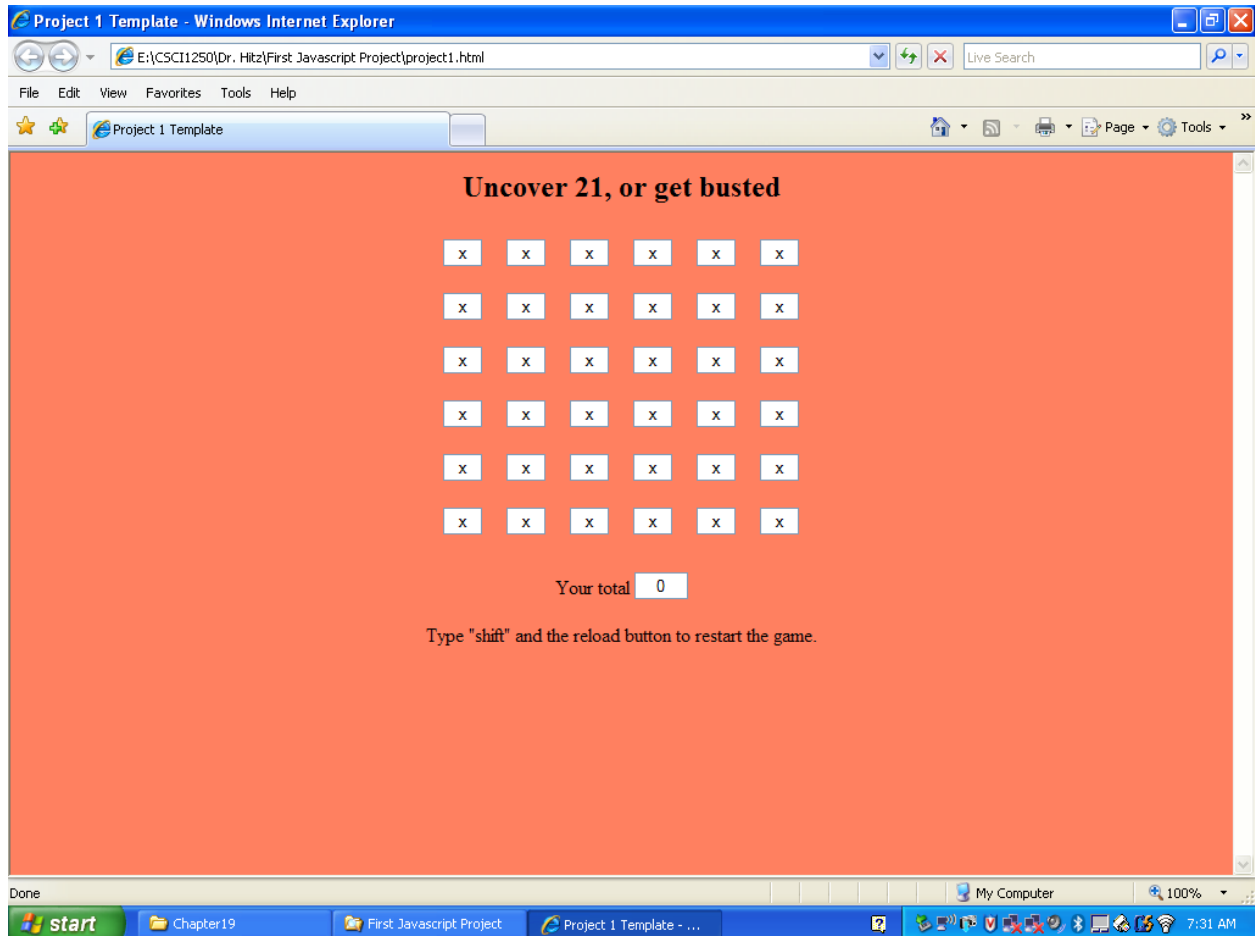


Assignment #3

CSCI 1250

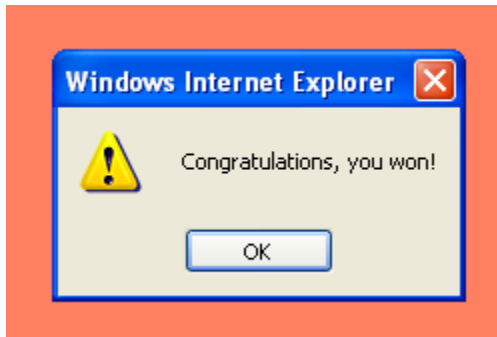
Due: Wednesday, April 16, 2008 before 11PM



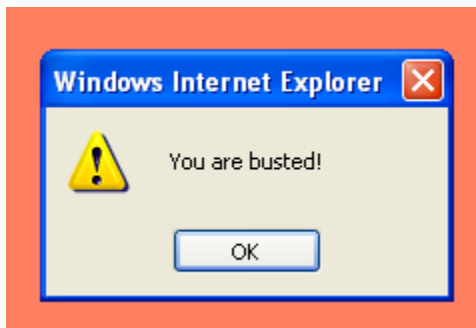
In this assignment, we will make use of some of the elements that were introduced in Chapters 18-20. We are going to build a simple game that uses form fields to interact with players. The goal is to uncover “hidden” numbers by clicking on “X”s in a 6 by 6 grid. Once a number is clicked, it’s value is added to a running total. If the total reaches 21, the player wins. If the total goes over 21, the player loses. The player continues choosing squares until 21 or a number over 21 is reached. This game is similar to several card games.

For this game, you will need to create a form and a table of six rows and six columns. Each cell will consist of a text box field of size 1. The “total” field is displayed following the table. At first this looks

like a lot of work. However, we can replicate the same text field in a “td” 36 times (6 per row). Each field will have its “onClick” parameter to point to the same JavaScript function. We don’t have to name the “input” fields. We can pass its “this” reference to the function and then access the “value” field. The “total” field needs to have a name. The JavaScript function has to check if a field in the form was used before, i.e. whether its content is “X” or something else. It has to generate a random number between 1 and 9 and update the total score. If the total reaches 21, it should signal to the player, using an “alert” box.



If the score is above 21, a “game lost” message should be displayed, again using an “alert” box.



Otherwise, the game can go on.

Use the background color `bgcolor="ff8060"` in the body of your html code.

Name your html file “assignment3_lastname_firstname”. Submit this file using Vista by the due date.