

EE4216 Test 2 Q2 Ans

Q2.js

```
var app = new Vue({
  /* start of your code */
  el: "#app",
  data: {
    secret: null,
    chance: null,
    input: null,
    guess: null
  },
  methods: {
    init: function () {
      this.secret = Math.floor(Math.random() * 10) + 1;
      this.chance = 4;
      this.input = null;
      this.guess = null;
    },
    checkInput: function () {
      if (this.input && !isNaN(this.input)) {
        this.chance--;
      }
      this.guess = this.input;
      this.input = null;
    }
  },
  created: function () {
    this.init();
  }
})
```

Q2.html

```
<html lang= "en" >
  <head>
    <meta charset= "UTF-8">
    <title>Vue - Number Guessing Game</title>
  </head>
  <body>

    <div id= "app">
      <p>
        Pick a number between 1 to 10.<br>
        You have {{chance}} chance(s) left.
      </p>

      <input v-model.trim= "input">
      <button @click= "checkInput()">Submit</button>

      <div v-if= "!guess">
        <h2>No guess is made. </h2>
      </div>
      <div v-else-if= "isNaN(guess)">
        <h2>Invalid input. </h2>
      </div>
      <div v-else-if= "secret == guess">
        <h2>Bingo! My secret number is {{secret}}.</h2>
        <a href= "#" @click= "init()">Play Again</a>
      </div>
      <div v-else-if= "chance <= 0">
        <h2>You lose. My secret number is {{secret}}.</h2>
        <a href= "#" @click= "init()">Play Again</a>
      </div>
      <div v-else-if= "guess > secret">
        <h2>Your guess, {{guess}}, is too big.</h2>
      </div>
      <div v-else>
        <h2>Your guess, {{guess}}, is too small.</h2>
      </div>
    </div>

    <script src=
      "https://cdnjs.cloudflare.com/ajax/libs/vue/2.6.11/vue.min.js"></script>
    <script src= ".\Q2.js"></script>

  </body>
</html>
```