

# Random Number Generator

JavaScript Random Math Object to generate Random Numbers with code  
Code snippet and JavaScript coding lesson how to create Random Numbers with  
JavaScript code. How to set a minimum and a maximum number for random values, set a  
range for a random number generator.

  
  
5  
4  
5  
6  
10

```
<!DOCTYPE html>  
<html>  
<head>  
  <title>JavaScript </title>  
</head>  
<body>  
  <div>  
    <input type="number"><br>  
    <button>Click Me</button>  
    <div class="results"></div>  
  </div>
```

```
<script src="code.js"></script>
</body>
</html>
```

```
const myInput = document.querySelector('input');
const btn = document.querySelector('button');
const output = document.querySelector('.results');
myInput.value = 5;
btn.addEventListener('click',myAction);
```

```
function myAction(e){
  console.log('ready');
  for(let i=0;i<myInput.value;i++){
    const div = document.createElement('div');
    const min = 1;
    const max = 10;
    div.textContent =makeRandomInt(min,max);
    //const ran = Math.random()*max;
    //div.textContent = ` ${ran} ${Math.floor(ran)} ${Math.ceil(ran)} ` ;
    output.append(div);
  }
}
```

```
function makeRandomInt(min,max){
  return Math.floor(Math.random()*(max-min+1)+min);
}
```

# Background color generator random



```
<!DOCTYPE html>
<html>
<head>
  <title>JavaScript </title>
</head>
<body>
  <div>
    <input type="text"><br>
    <button>Click Me</button>
    <div class="results"> </div>
  </div>
  <script src="code.js"></script>
</body>
</html>
```

```
const myInput = document.querySelector('input');
const btn = document.querySelector('button');
```

```
const output = document.querySelector('.results');
output.style.width = '500px';
output.style.height = '200px';
btn.addEventListener('click',changer);

function changer(e){
  const hexV = '#' + Math.random().toString(16).slice(-6);
  myInput.value = `${hexV}`;
  output.style.backgroundColor = hexV;
  document.body.style.backgroundColor = '#' +
Math.random().toString(16).slice(-6);
  console.log(hexV);
}
```

## Random Number Guesser

JavaScript Game from scratch Guess the Number learn how to create a JavaScript DOM game. Learn how to create a number guessing game with JavaScript. Guess the hidden number, the range will adjust as you guess random numbers. Providing logic for the game play and scoring.

**Make a Guess!**

Guess a number between 1 to 56

**Guess**

```
<!DOCTYPE html>
<html>
<head>
<title>JavaScript </title>
<style>
  body{
    font-style:normal;
    font-family:Cambria, Cochin, Georgia, Times, 'Times New Roman', serif;
  }
  .main{
    border:1px solid #ddd;
    width:80%;
    margin:auto;
    text-align:center;
  }
  .mainbutton{
    background-color:red;
    padding:10px;
    color:white;
    margin-top:10px;
    margin:10px auto;
  }
  .guessbutton{
    background-color:black;
    padding:10px;
    color:white;
    margin:auto;
    width:100%;
  }
}
```

```
input{
  margin:auto;
  font-size:2em;
  text-align:center;
}
</style>
</head>
<body>
<div class="main">

<input type="text"><br>
<button>Click Me</button>
<div class="results"></div>
</div>
<script src="code.js"></script>
</body>
</html>
```

```
const myInput = document.querySelector('input');
const btn = document.querySelector('button');
btn.classList.add('guessbutton');
const output = document.querySelector('.results');
const main = document.querySelector('.main');
const message = document.createElement('div');
output.append(message);
const btnStart = document.createElement('button');
output.append(btnStart);
btnStart.textContent = 'Start Game';
btnStart.classList.add('mainbutton');
```

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```

main.prepend(output);

const vals = {min:0,max:10};
const game =
{guess:0,score:0,randomNum:numberMaker(vals.min,vals.max)};
myInput.setAttribute('type','number');
myInput.style.display = 'none';
btn.style.display = 'none';
btn.textContent = 'Guess';

btnStart.addEventListener('click',starter);
btn.addEventListener('click',guesser);
messageOut('Click the start game to begin');

function guesser(){
  const val = myInput.value;
  myInput.value = "";
  game.guess++;
  if(game.randomNum == val ){
    roundOver(val);
  }else if(game.randomNum > val ){
    vals.min = val;
    insetUp( ` <b>${val}</b> was too low! ` );
  }else {
    vals.max = val;
    insetUp( ` <b>${val}</b> was too high! ` );
  }
}
}

```

```
function roundOver(v){
  const rep = game.guess == 1 ? 'guess' : 'guesses';
  messageOut(`You guessed correct <b>${v}</b><br>It took you
  ${game.guess} ${rep}`);
  game.score++;
  game.guess = 0;
  myInput.style.display = 'none';
  btn.style.display = 'none';
  btnStart.style.display = 'block';
  btnStart.textContent = 'play again?';
}
```

```
function insetUp(moreMessage){
  messageOut(` ${moreMessage}<br>Guess a number between
  ${vals.min} to ${vals.max}`);
  myInput.setAttribute('min',vals.min);
  myInput.setAttribute('max',vals.max);
}
```

```
function starter(e){
  vals.min = numberMaker(0,1);
  vals.max = numberMaker(vals.min+10,vals.min+100);
  game.randomNum = numberMaker(vals.min,vals.max);
  insetUp('Make a Guess!');
  game.guess = 0;
  myInput.style.display = 'block';
  myInput.focus();
  btn.style.display = 'block';
}
```



```
btnStart.style.display = 'none';  
}  
  
function messageOut(mes){  
  message.innerHTML = mes;  
}  
  
function numberMaker(min,max){  
  return Math.floor(Math.random()*(max-min+1)+min);  
}
```