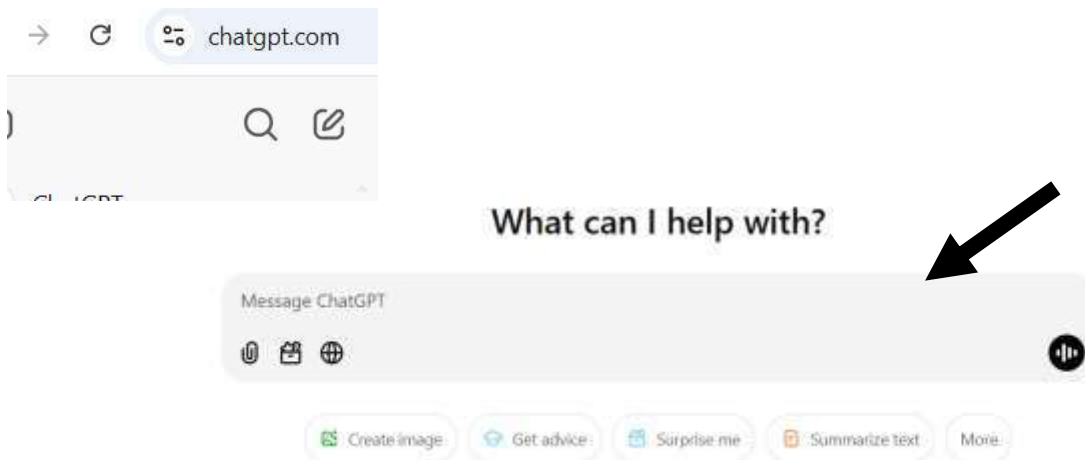


Learn Javascript (JS) with ChatGPT

Step 1: Open ChatGPT <https://www.chatgpt.com> and press login button. Select “Continue with Google” and enter your gmail username and password and try to go the below interface. Check Previous Tutorials).



"Can you create a simple JavaScript file to display my name, with HTML, CSS, and JavaScript all included in a single index.html page?"



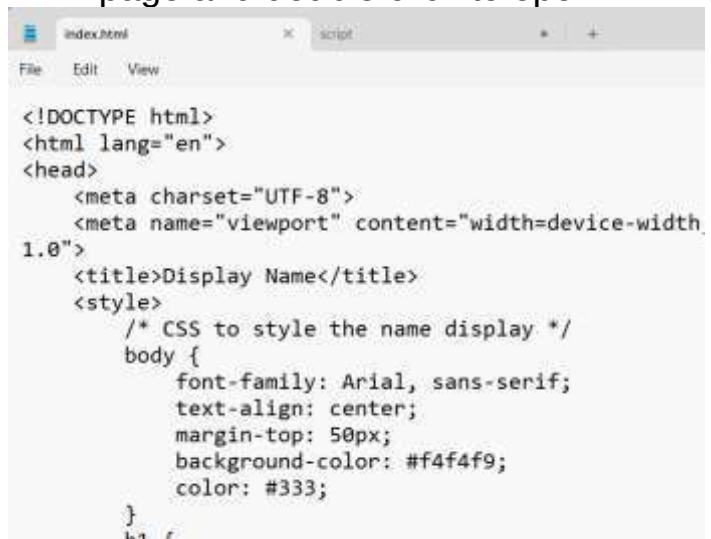
Step 3: See the response from ChatGPT.

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport"
content="width=device-width,
initial-scale=1.0">
  <title>Display Name</title>
  <style>
    /* CSS to style the name
display */
    body {
      font-family: Arial,
sans-serif;
      text-align: center;
      margin-top: 50px;
      background-color:
#f4f4f9;
      color: #333;
    }
    h1 {
      font-size: 2em;
      color: #007BFF;
    }
    button {
      padding: 10px 20px;
      font-size: 1em;
      color: white;
      background-color:
#007BFF;
      border: none;
      border-radius: 5px;
      cursor: pointer;
    }
    button:hover {
      background-color:
#0056b3;
    }
  </style>
</head>
<body>
  <h1>Welcome to My Page</h1>
  <p id="display-area">Click
the button to display your
name.</p>
  <button
onclick="displayName()">Display
Name</button>

  <script>
    // JavaScript function
to display the name
    function displayName() {
      document.getElementById("display
-area").innerText = "Your Name:"
```



Copy the code and Paste in index.html page and double click to open.

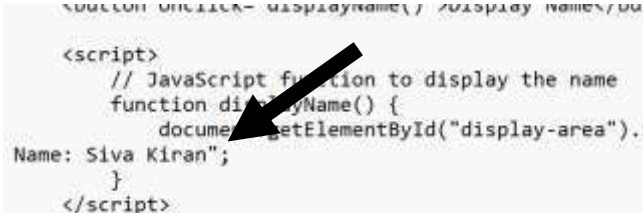
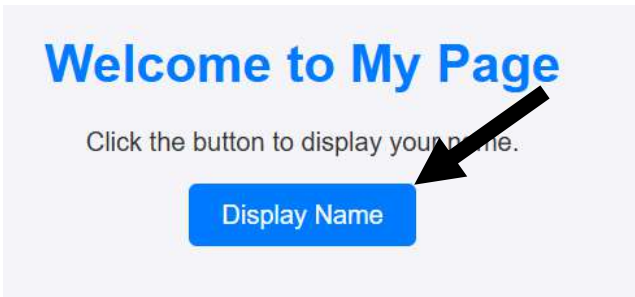
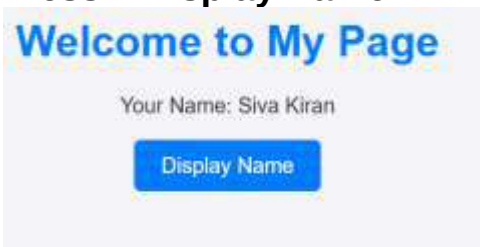


Output:



<pre> John Doe"; } </script> </body> </html> </pre>	Click Display Name  Javascript will display the name as John Doe.
--	---

Step 4: Change the above code in notepad to display your name.

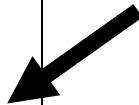
<pre> <!DOCTYPE html> <html lang="en"> <head> <meta charset="UTF-8"> <meta name="viewport" content="width=device-width, initial-scale=1.0"> <title>Display Name</title> <style> /* CSS to style the name display */ body { font-family: Arial, sans-serif; text-align: center; margin-top: 50px; background-color: #f4f4f9; color: #333; } h1 { font-size: 2em; color: #007BFF; } button { padding: 10px 20px; font-size: 1em; color: white; background-color: #007BFF; border: none; border-radius: 5px; cursor: pointer; } </style> </pre>	Notepad:  Output:  Press – Display Name 
--	--

```
        button:hover {
            background-color:
#0056b3;
        }
    </style>
</head>
<body>
    <h1>Welcome to My Page</h1>
    <p id="display-area">Click the
button to display your name.</p>
    <button
onclick="displayName()">Display
Name</button>

    <script>
        // JavaScript function to
display the name
        function displayName() {

document.getElementById("display-
area").innerText = "Your Name: Siva
Kiran";
        }
    </script>
</body>

</html>
```

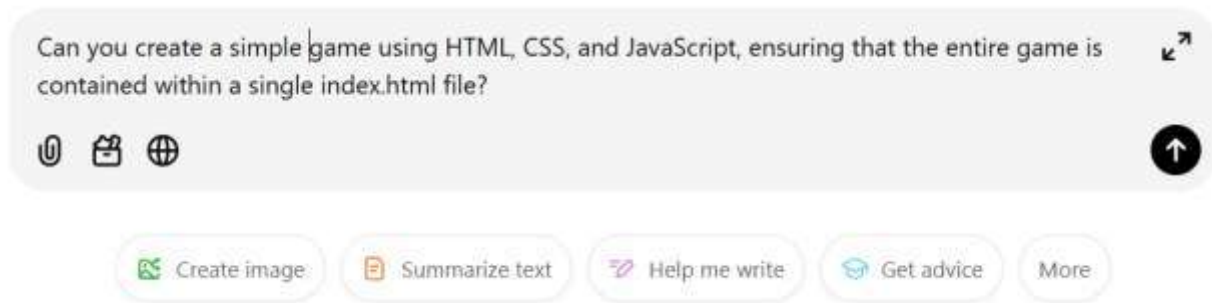


Game Development With ChatGPT

Open chatGPT and type

Can you create a simple game using HTML, CSS, and JavaScript, ensuring that the entire game is contained within a single index.html file?

What can I help with?



Press Enter – you will have your own game in HTML, CSS and JavaScript.

ChatGPT had generated below game for me. It may generate a new game for the learner.

About Game:

The game involves guessing a random number between 1 and 100. The player enters a number, and the game provides feedback (higher, lower, or correct).

Open index.html old file in notepad and copy and paste the ChatGPT code.

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-
width, initial-scale=1.0">
  <title>Random Number Guessing Game</title>
```

The game starts with the <html> tag and includes a <head> section. Inside the <head> tag, we define the CSS styles for the

```

<style>
  body {
    font-family: Arial, sans-serif;
    text-align: center;
    margin: 0;
    padding: 0;
    background-color: #f4f4f9;
  }
  h1 {
    margin-top: 20px;
  }
  .game-container {
    margin: 50px auto;
    padding: 20px;
    max-width: 400px;
    background-color: #ffffff;
    border-radius: 10px;
    box-shadow: 0 4px 6px rgba(0, 0, 0,
0.1);
  }
  input[type="number"] {
    padding: 10px;
    width: calc(100% - 22px);
    margin: 10px 0;
    border: 1px solid #ccc;
    border-radius: 5px;
    font-size: 16px;
  }
  button {
    padding: 10px 20px;
    background-color: #4caf50;
    color: #fff;
    border: none;
    border-radius: 5px;
    cursor: pointer;
    font-size: 16px;
  }
  button:hover {
    background-color: #45a049;
  }
  .message {
    margin-top: 20px;
    font-size: 18px;
    color: #333;
  }
  .reset-button {
    margin-top: 10px;
    background-color: #f44336;
  }
  .reset-button:hover {
    background-color: #d32f2f;
  }
</style>
</head>
<body>
  <h1>Guess the Number!</h1>
  <div class="game-container">
    <p>Guess a number between 1 and 100:</p>
    <input type="number" id="guess-input"

```

game.

The CSS styles include rules for the body, h1, .game-container (which contains essential information about the game), button, message, and reset button elements.

The body of the game includes a heading, a DIV

```

placeholder="Enter your guess" min="1" max="100">
  <button id="submit-btn">Submit
Guess</button>
  <p class="message" id="message"></p>
  <button id="reset-btn" class="reset-button"
style="display: none;">Restart Game</button>
</div>

<script>
  let randomNumber = Math.floor(Math.random()
* 100) + 1;
  const messageElement =
document.getElementById('message');
  const resetButton =
document.getElementById('reset-btn');

  document.getElementById('submit-
btn').addEventListener('click', () => {
    const userGuess =
parseInt(document.getElementById('guess-
input').value);

    if (isNaN(userGuess) || userGuess < 1 ||
userGuess > 100) {
      messageElement.textContent = 'Please
enter a valid number between 1 and 100.';
      return;
    }

    if (userGuess === randomNumber) {
      messageElement.textContent = '☑
Congratulations! You guessed the correct number!';
      messageElement.style.color =
'green';
      resetButton.style.display = 'block';
    } else if (userGuess < randomNumber) {
      messageElement.textContent = 'Too
low! Try again.';
      messageElement.style.color = 'blue';
    } else {
      messageElement.textContent = 'Too
high! Try again.';
      messageElement.style.color =
'orange';
    }
  });

  resetButton.addEventListener('click', () =>
{
    randomNumber = Math.floor(Math.random()
* 100) + 1;
    messageElement.textContent = '';
    messageElement.style.color = '#333';
    resetButton.style.display = 'none';
    document.getElementById('guess-
input').value = '';
  });
</script>

```

container, an input field for numbers, and other interactive elements.

The script section contains the JavaScript code, encapsulated within `<script>` tags, which controls the game logic and interactions.

We will analyze the game based on the display output of the index.html file. I'm excited to see the kind of game ChatGPT has created!

```
</body>  
</html>
```

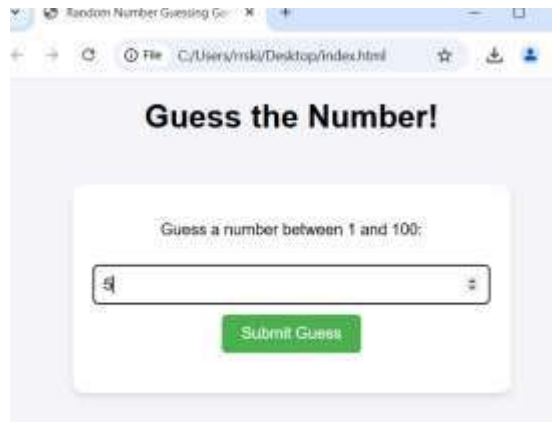


Heading – Random Numbaer Guessing Game.

The screenshot shows a web browser window with the title 'Random Number Guessing Game'. The address bar shows the file path 'C:/Users/rrski/Desktop/index.html'. The main content area has a light purple background and features a large heading 'Guess the Number!'. Below the heading is a white rounded rectangle containing the text 'Guess a number between 1 and 100:'. Underneath this text is a text input field with the placeholder 'Enter your guess'. At the bottom of the white rectangle is a green button with the text 'Submit Guess'.

I will enter 5 and press Submit Guess.

Input

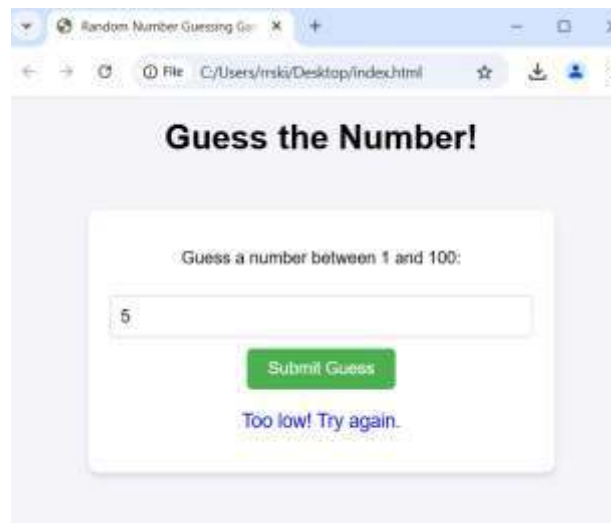


Random Number Guessing Game

Guess the Number!

Guess a number between 1 and 100:

Output



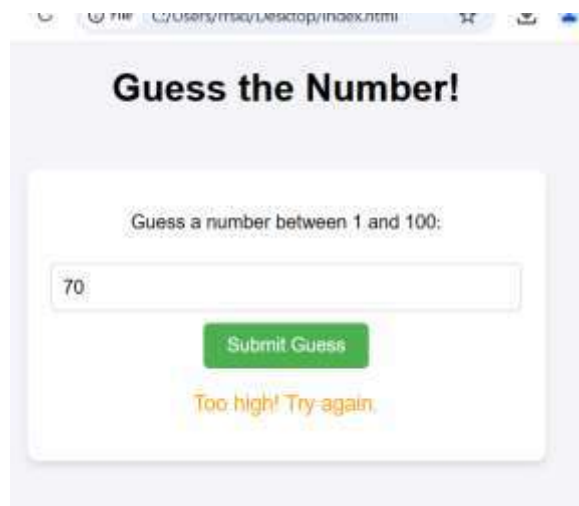
Random Number Guessing Game

Guess the Number!

Guess a number between 1 and 100:

Too low! Try again.

As it is too low I will enter 70



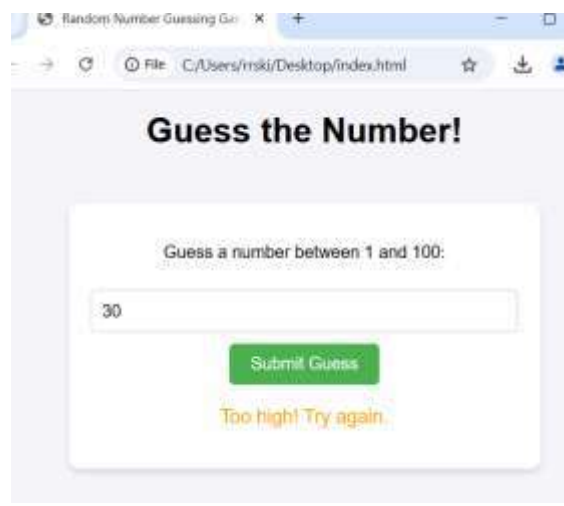
Random Number Guessing Game

Guess the Number!

Guess a number between 1 and 100:

Too high! Try again.

70 is high, we will enter 30



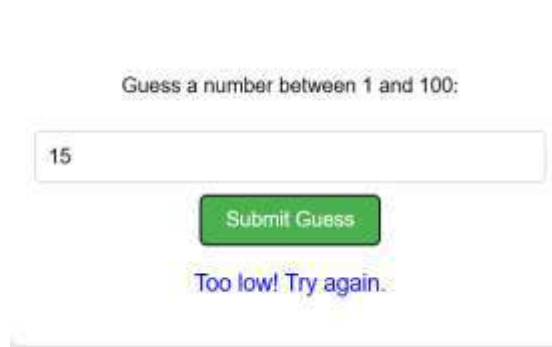
Random Number Guessing Game

Guess the Number!

Guess a number between 1 and 100:

Too high! Try again.

Even 30 is high, we will enter 15 and see.



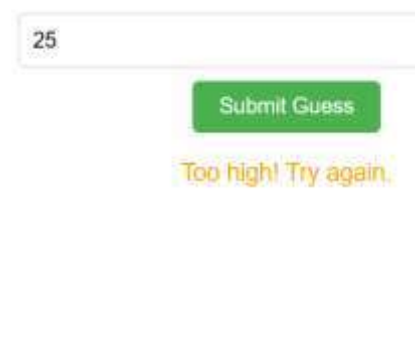
Random Number Guessing Game

Guess the Number!

Guess a number between 1 and 100:

Too low! Try again.

The number is between 15 and 30



Random Number Guessing Game

Guess the Number!

Guess a number between 1 and 100:

Too high! Try again.

The number is between 20 and 25. 20 Submit Guess Too low! Try again.	22 is low 23 is also low Guess a number between 1 and 100: 24 Submit Guess 🎉 Congratulations! You guessed the correct number! Restart Game
---	--

Excellent Game

Similar lines, try to create index.html single page html, css and javascript games. For advanced tutorials and the source codes of all these single page index.html games, purchase Learn JS Games ChatGPT Pro (Check the Pro Page (Main Games Link)).

Happy Game Development

All the Best