

```
const guessInput = document.getElementById('guess');

const higherImg = document.getElementById('higher');
const lowerImg = document.getElementById('lower');
const winImg = document.getElementById('win');
const overImg = document.getElementById('over');

const guessButton = document.getElementById('guess-btn');
const resetBtn = document.getElementById('reset');

let randNum = 0;

//picks random number for user to guess
function pickRand() {
  randNum = Math.floor(Math.random() * 101);
};

//handles user guess
function handleGuess(e) {
  e.preventDefault();

  higherImg.classList.add('inactive');
  lowerImg.classList.add('inactive');

  let guess = Number(guessInput.value);

  if (guess === randNum) {
    winImg.classList.remove('inactive');
  } else if (guess < randNum) {
    higherImg.classList.remove('inactive');
    guessInput.value = "";
  } else if (guess > randNum) {
    lowerImg.classList.remove('inactive');
    guessInput.value = "";
  };
};

//hides all game images
function hideAll() {
  for (let x of document.querySelectorAll('img')) {
    x.classList.add('inactive');
  }
};
```

```
//resets game
```

```
function resetGame() {  
  hideAll();  
  pickRand();  
  guessInput.value = "";  
  guessInput.focus();  
};
```

```
//handles guess button
```

```
guessButton.addEventListener('click', handleGuess);
```

```
//handles reset button
```

```
resetBtn.addEventListener('click', resetGame);
```