

**CIS170 - Assignment 6**  
**Due 7/30 by 11 pm**

(10 points) 1. Create a web page that resides remotely within your UOregon account with your Scratch project embedded inside. You will need the files:

- a. <http://scratch.mit.edu/static/misc/ScratchApplet.jar>
- b. <http://scratch.mit.edu/static/misc/soundbank.gm>
- c. Your .sb project file

d. Use the following code to embed:

```
<applet id="ProjectApplet" style="display:block" code="ScratchApplet"
codebase="/" archive="ScratchApplet.jar" height="387" width="482">
<param name="project" value="testproject.sb">
</applet>
```

(5 points) 2. Create a “higher”/”lower” project in Scratch that starts when you click the green flag.

(5 points) 3. Have a field for entering your guess as well as some method of showing the response.

(5 points) 4. Include an image that changes somehow at some point during the game.