Ernest Drayton [**rock-scissors-paper**](https://github.com/jmurinello/rock-scissors-paper)

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | **You have unread messages** |  | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | **TheOdinProject/theodinproject**  **100 unread messages (showing 3 most recent)**   |  |  | | --- | --- | | **https://ci5.googleusercontent.com/proxy/2crHMTq2ofhReRkjgPvif6RrjM7yR8ud3UoEyNdL7tYsR5wS_1Yk9qQnxgPzegA1g4lj5YPW5HiTuZWctvPeQ8eB1KCrkQ=s0-d-e1-ft#https://avatars-02.gitter.im/gh/uv/4/mtizim?s=60** | **mtizim** | |  | **Turns out the whole damn class was not read by the interpreter because of `attr\_accessor :checked?`** | | **https://ci5.googleusercontent.com/proxy/2crHMTq2ofhReRkjgPvif6RrjM7yR8ud3UoEyNdL7tYsR5wS_1Yk9qQnxgPzegA1g4lj5YPW5HiTuZWctvPeQ8eB1KCrkQ=s0-d-e1-ft#https://avatars-02.gitter.im/gh/uv/4/mtizim?s=60** | **mtizim** | |  | **Linter highlighted nothing as well** | | **https://ci6.googleusercontent.com/proxy/W0qYTOTAaYxYm4S7TqKt4GbDSm-evIxCENCuw-L7prOh7Am6dQinlCkRZPTivxIRN9UhI4LS5gQXeuA34rHEYUBSRSzwjd6mEtE=s0-d-e1-ft#https://avatars-05.gitter.im/gh/uv/4/jmurinello?s=60** | **jmurinello** | |  | **Hey there! I've just [committed](**[**https://github.com/jmurinello/rock-scissors-paper**](https://github.com/jmurinello/rock-scissors-paper)**) the \*rock-paper-scissors\* project (the console version). Comments are welcome!** | | |

**function playRound(playerSelection, computerSelection) {**

**// yo**

|  |
| --- |
| **<!DOCTYPE html>** |
|  | **<html>** |
|  | **<head>** |
|  | **<meta charset="utf-8" />** |
|  | **<meta name="Ernest Drayton" content="width=device-width">** |
|  |  |
|  | **<title>Rock, Paper, Scissors</title>** |
|  |  |
|  | **<style>** |
|  | **\*{margin:0;padding:0;-moz-box-sizing:border-box;-webkit-box-sizing:border-box;box-sizing:border-box}::selection{background:#fb9fe5;text-shadow:none}a{color:#0088CC;text-decoration:none;outline:0}a:hover{color:#005580}a img{border:none}img{max-width:100%}html{font-size:100%}body{padding:5%;font:300 1.25em/1.6 monospace;background:#fff;color:#000;}h1{font-family:"Helvetica Neue",sans-serif;line-height:1;font-weight:300;margin-bottom:1em;}.game{padding:2em;background:#eee;}** |
|  | **</style>** |
|  | **</head>** |
|  | **<body>** |
|  |  |
|  | **<h1>Rock, Paper, Scissors</h1>** |
|  |  |
|  | **<div class="game">** |
|  |  |
|  | **<script>** |
|  | **// User choice** |
|  | **var userChoice = prompt("Do you choose rock, paper or scissors?");** |
|  |  |
|  | **if (! userChoice) {** |
|  | **// User choice was undefined** |
|  | **document.write("<p>Player 1, you cheated! Refresh this screen and fight like a man.</p>");** |
|  | **} else {** |
|  | **// Display user choice** |
|  | **document.write("<p>Player 1:" + " " + userChoice + "</p>");** |
|  | **}** |
|  |  |
|  | **// Computer choice** |
|  | **var computerChoice = Math.random();** |
|  | **if (computerChoice < 0.34) {** |
|  | **computerChoice = "rock";** |
|  | **} else if(computerChoice <= 0.67) {** |
|  | **computerChoice = "paper";** |
|  | **} else {** |
|  | **computerChoice = "scissors";** |
|  | **}** |
|  |  |
|  | **// Display computer choice** |
|  | **document.write("<p>Computer:" + " " + computerChoice + "</p>");** |
|  |  |
|  | **// Compare user choice vs computer choice** |
|  | **var compare = function(choice1,choice2) {** |
|  | **if (choice1 === choice2) {** |
|  | **return "It's a tie!";** |
|  | **}** |
|  | **if (choice1 === "rock") {** |
|  | **if (choice2 === "scissors") {** |
|  | **// rock wins** |
|  | **return "You win!";** |
|  | **} else {** |
|  | **// paper wins** |
|  | **return "You lose! Try again.";** |
|  | **}** |
|  | **}** |
|  | **if (choice1 === "paper") {** |
|  | **if (choice2 === "rock") {** |
|  | **// paper wins** |
|  | **return "You win!";** |
|  | **} else {** |
|  | **// scissors wins** |
|  | **return "You lose! Try again.";** |
|  | **}** |
|  | **}** |
|  | **if (choice1 === "scissors") {** |
|  | **if (choice2 === "rock") {** |
|  | **// rock wins** |
|  | **return "You lose! Try again.";** |
|  | **} else {** |
|  | **// scissors wins** |
|  | **return "You win!";** |
|  | **}** |
|  | **}** |
|  | **};** |
|  |  |
|  | **// Run the compare function** |
|  | **var results = compare(userChoice,computerChoice);** |
|  |  |
|  | **// Display results** |
|  | **document.write("<br><hr><br>" + results);** |
|  | **</script>** |
|  |  |
|  | **</div>** |
|  |  |
|  | **</body>** |
|  | **</html>** |

**}**

**const playerSelection = 'rock'**

**const computerSelection = computerPlay()**

**console.log(playRound(playerSelection, computerSelection))**

|  |
| --- |
| **<!DOCTYPE html>** |
|  | **<html>** |
|  | **<head>** |
|  | **<meta charset="utf-8" />** |
|  | **<meta name="Ernest Drayton" content="width=device-width">** |
|  |  |
|  | **<title>Rock, Paper, Scissors</title>** |
|  |  |
|  | **<style>** |
|  | **\*{margin:0;padding:0;-moz-box-sizing:border-box;-webkit-box-sizing:border-box;box-sizing:border-box}::selection{background:#fb9fe5;text-shadow:none}a{color:#0088CC;text-decoration:none;outline:0}a:hover{color:#005580}a img{border:none}img{max-width:100%}html{font-size:100%}body{padding:5%;font:300 1.25em/1.6 monospace;background:#fff;color:#000;}h1{font-family:"Helvetica Neue",sans-serif;line-height:1;font-weight:300;margin-bottom:1em;}.game{padding:2em;background:#eee;}** |
|  | **</style>** |
|  | **</head>** |
|  | **<body>** |
|  |  |
|  | **<h1>Rock, Paper, Scissors</h1>** |
|  |  |
|  | **<div class="game">** |
|  |  |
|  | **<script>** |
|  | **// User choice** |
|  | **var userChoice = prompt("Do you choose rock, paper or scissors?");** |
|  |  |
|  | **if (! userChoice) {** |
|  | **// User choice was undefined** |
|  | **document.write("<p>Player 1, you cheated! Refresh this screen and fight like a man.</p>");** |
|  | **} else {** |
|  | **// Display user choice** |
|  | **document.write("<p>Player 1:" + " " + userChoice + "</p>");** |
|  | **}** |
|  |  |
|  | **// Computer choice** |
|  | **var computerChoice = Math.random();** |
|  | **if (computerChoice < 0.34) {** |
|  | **computerChoice = "rock";** |
|  | **} else if(computerChoice <= 0.67) {** |
|  | **computerChoice = "paper";** |
|  | **} else {** |
|  | **computerChoice = "scissors";** |
|  | **}** |
|  |  |
|  | **// Display computer choice** |
|  | **document.write("<p>Computer:" + " " + computerChoice + "</p>");** |
|  |  |
|  | **// Compare user choice vs computer choice** |
|  | **var compare = function(choice1,choice2) {** |
|  | **if (choice1 === choice2) {** |
|  | **return "It's a tie!";** |
|  | **}** |
|  | **if (choice1 === "rock") {** |
|  | **if (choice2 === "scissors") {** |
|  | **// rock wins** |
|  | **return "You win!";** |
|  | **} else {** |
|  | **// paper wins** |
|  | **return "You lose! Try again.";** |
|  | **}** |
|  | **}** |
|  | **if (choice1 === "paper") {** |
|  | **if (choice2 === "rock") {** |
|  | **// paper wins** |
|  | **return "You win!";** |
|  | **} else {** |
|  | **// scissors wins** |
|  | **return "You lose! Try again.";** |
|  | **}** |
|  | **}** |
|  | **if (choice1 === "scissors") {** |
|  | **if (choice2 === "rock") {** |
|  | **// rock wins** |
|  | **return "You lose! Try again.";** |
|  | **} else {** |
|  | **// scissors wins** |
|  | **return "You win!";** |
|  | **}** |
|  | **}** |
|  | **};** |
|  |  |
|  | **// Run the compare function** |
|  | **var results = compare(userChoice,computerChoice);** |
|  |  |
|  | **// Display results** |
|  | **document.write("<br><hr><br>" + results);** |
|  | **</script>** |
|  |  |
|  | **</div>** |
|  |  |
|  | **</body>** |
|  | **</html>** |

function playRound(playerSelection, computerSelection) {

//

|  |
| --- |
|  |
|  | var computer = ""; |
|  | var user = ""; |
|  | var userPoints = 0; |
|  | var computerPoints = 0; |
|  |  |
|  | // Computer playing its turn by choosing a random number between 0, 1 and 2 (scissors, paper and rock) |
|  | function computerPlay() { |
|  | var randomChoice = Math.floor(Math.random() \* Math.floor(3)); |
|  | computer = (randomChoice === 2) ? "rock" : (randomChoice === 1) ? "paper" : "scissors"; |
|  | return computer; |
|  | } |
|  |  |
|  | // Ask for user input, convert to lower case and check whether user input matches 3 strings; if not, exit programme |
|  | function askInput() { |
|  | var userInput = prompt("Please enter rock, paper or scissors"); |
|  | user = userInput.toLowerCase(); |
|  | if ((user === "rock") || (user === "paper") || (user === "scissors")) { |
|  | return user; |
|  | } |
|  | else |
|  | console.log("Try again!"); |
|  | exit(); |
|  | } |
|  |  |
|  | // Possible winning conditions depending on computer and user input. Points are assigned to winner |
|  | function decision(user, computer) { |
|  | if (user === "rock") { |
|  | if (computer === "paper") { |
|  | console.log("You loose!"); |
|  | computerPoints++; } |
|  | if (computer === "scissors") { |
|  | console.log("You win!"); |
|  | userPoints++; } |
|  | else |
|  | console.log("It's a tie!"); |
|  | } |
|  | else if (user === "paper") { |
|  | if (computer === "rock") { |
|  | console.log("You win!"); |
|  | userPoints++; } |
|  | if (computer === "scissors") { |
|  | console.log("You loose!"); |
|  | computerPoints++; } |
|  | else |
|  | console.log("It's a tie!"); |
|  | } |
|  | else if (user === "scissors") { |
|  | if (computer === "paper") { |
|  | console.log("You win!"); |
|  | userPoints++; } |
|  | if (computer === "rock") { |
|  | console.log("You loose!"); |
|  | computerPoints++; } |
|  | else |
|  | console.log("It's a tie!"); |
|  | } |
|  | } |
|  |  |
|  | // Function executing the game. Game consists of 5 turns where user is asked for input, computer makes its choice and the choice is shown to the user. Decision() gives points to whoever won the round, which is displayed to the user afterwards. After 5 turns, the final point score is evaluated and the winner of the game decided. |
|  | function game() { |
|  | console.log("Welcome to Rock, Paper, Scissors!"); |
|  | var turn = 1; |
|  | while (turn <= 5) { |
|  | askInput(); |
|  | computerPlay(); |
|  | console.log("You: "+ user, "Computer: "+ computer); |
|  | decision(user, computer); |
|  | console.log("Your points: " + userPoints + ", Computer points: " + computerPoints); |
|  | turn += 1; |
|  | if (turn === 6) { |
|  | var end = ((userPoints < computerPoints) ? "You loose the Game!" : (computerPoints < userPoints) ? "You win the Game!" : "Nobody wins!"); |
|  | console.log(end); |
|  | } |
|  | } |
|  | } |
|  |  |
|  |  |
|  | //Execute Game |
|  | game |

}

const playerSelection = 'rock'

const computerSelection = computerPlay()

console.log(playRound(playerSelection, computerSelection))

<!doctype html>

<!--[if lte IE 9]>

<html lang="en" class="oldie">

<![endif]-->

<!--[if gt IE 9]><!-->

<html lang="en">

<!--<![endif]-->

<head>

<meta charset="utf-8">

<meta name='viewport' content='width=device-width, initial-scale=1'>

<meta name="csrf-param" content="authenticity\_token" />

<meta name="csrf-token" content="TgL3dd+IKmjcD3HMqC2Drksa1RE1dICF6HpJboUKqla4yiK+qr1q9zamviQ/R2Y7joMv5Q8J/Ze8KOLgbCP5Rg==" />

<!--

Copyright (c) 2018 by Shawn (https://codepen.io/briggsshawn/pen/YeZeRX)

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

-->

<title>CodePen - FreeCodeCamp - Brigg