Battleship Github repository (<https://github.com/AhmedAbdelRazak/RCC/tree/master/Ahmed_Chapter2lab>)

JS:

var location1 = 3;

var location2 = 4;

var location3 = 5;

var guess;

var hits = 0;

var guesses = 0;

var isSunk = false;

while (isSunk == false) {

    //as stated in the textbook page 47, I should start with getting the user's guess.

    guess = prompt("React, aim, fire! (enter a number from 0-6)");

    //comparing the user's input to valid values

    if (guess < 0 || guess > 6) {

        //tell user to enter a valid value

        alert("Please enter a valid cell number!");

    } else {

        //adding one to guesses

        guesses = guesses + 1;

        // if user guess matches one of the location

        if (guess == location1 || guess == location2 || guess == location3) {

            alert("HIT!");

            // ading one to the number of hits, for the first loop cycle, hits will change from 0 to 1 after executing the line below

            hits = hits + 1;

            //this condition was mentioned in the textbook and it was stated as 3, and this is good because while I was working on this task, I was wondering when the loop will break or end, and this resolved it, of course we can change the number 3 to bigger number to increase the time of the game and/or the score.

            if (hits == 3) {

                //IsSunk turned into true to end up the loop

                isSunk == true;

                alert("You sank my battleship!");

            }

        } else {

            alert("MISS");

        }

    }

}

var stats =

    "You took " +

    guesses +

    " guesses to sink the battleship, " +

    "which means your shooting accuracy was " +

    3 / guesses;

//final message should appear after the game of the while loop ends :)

alert(stats);