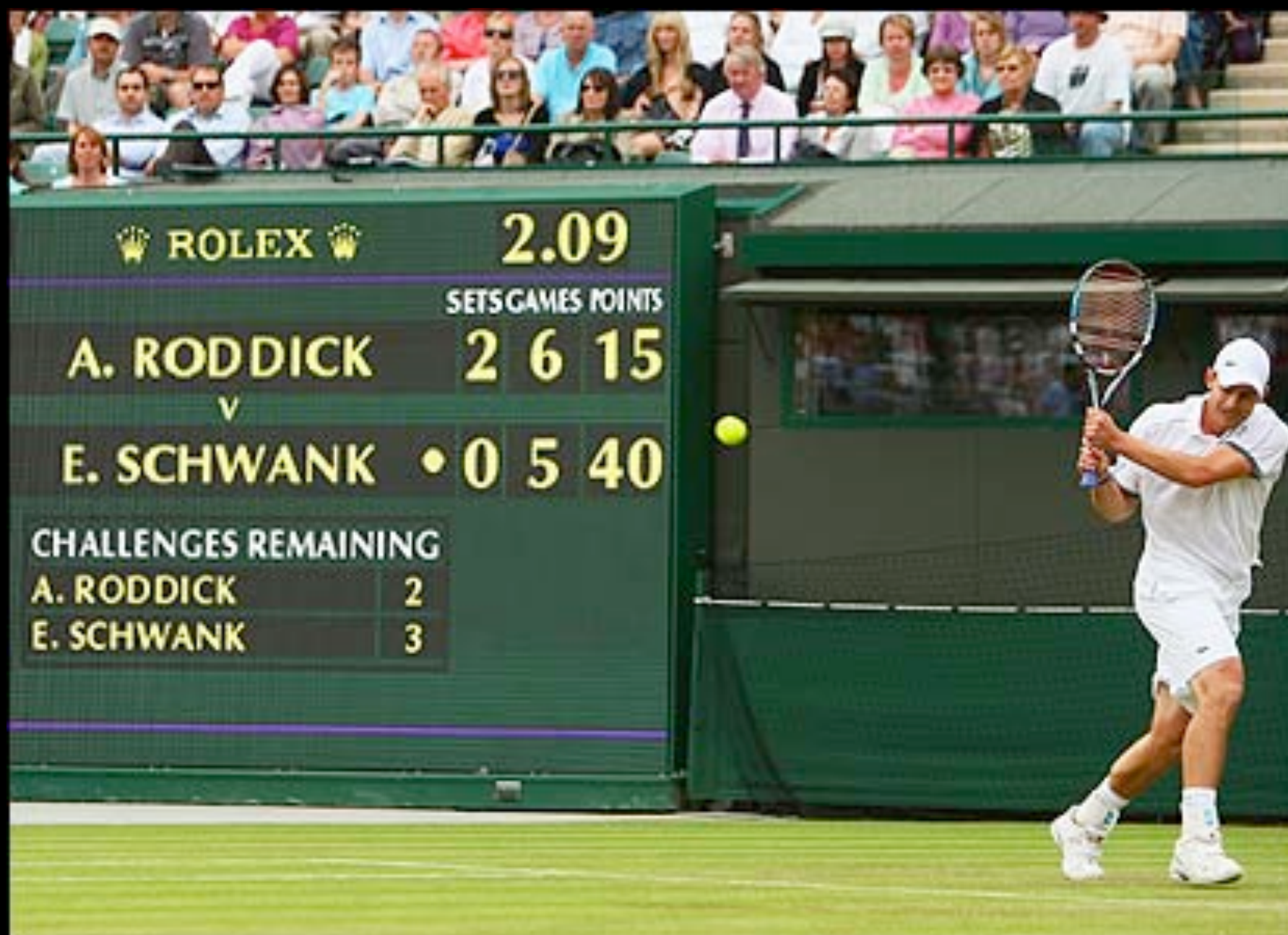
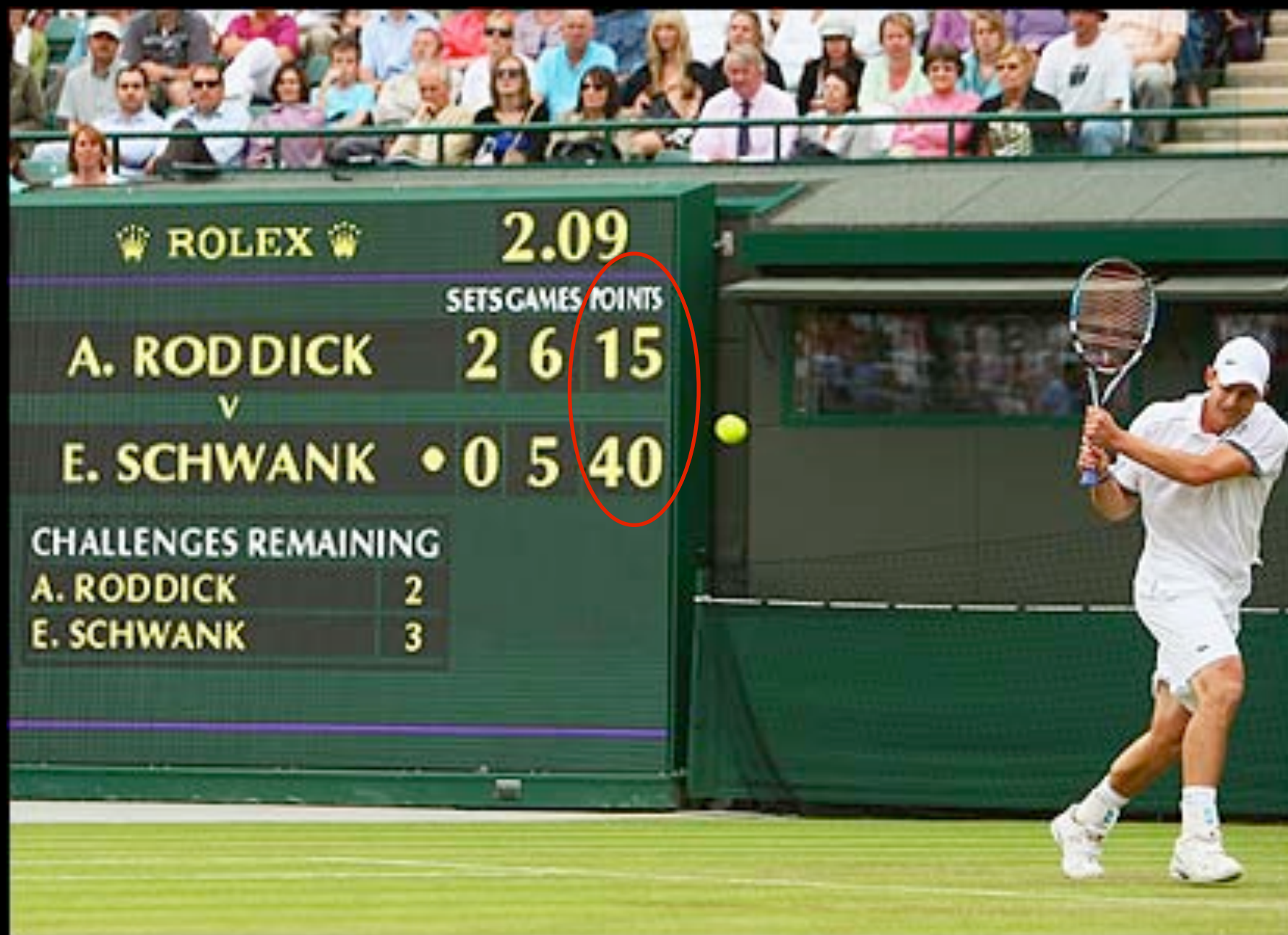


# Tennis

## Scoreboard







# Points

Number of Points	Corresponding call
0	0 - “Love”
1	15 - “Fifteen”
2	30 - “Thirty”
3	40 - “Forty”



# Rules

- A game is won by the first player to have won at least four points in total and at least two points more than the opponent.
- The running score of each game is described in a manner peculiar to tennis: scores from zero to three points are described as “Love”, “Fifteen”, “Thirty”, and “Forty” respectively.



# Rules

- If at least three points have been won by each player, and the scores are equal, the score is “Deuce”.
- If at least three points have been scored by each side and a player has one more point than his opponent, the score of the game is “Advantage player I”



# Two methods

- `wonPoint("player I")`
- `getScore()`



# Example match (1)

wonPoint("player1")  
getScore() -> "Fifteen - Love"

wonPoint("player2")  
getScore() -> "Fifteen - Fifteen"

wonPoint("player1")  
getScore() -> "Thirty - Fifteen"

wonPoint("player1")  
getScore() -> "Forty - Fifteen"





# Example match (2)

wonPoint("player2")  
wonPoint("player2")  
getScore() -> "Deuce"

wonPoint("player2")  
getScore() -> "Advantage player2"

wonPoint("player2")  
getScore() -> "Win for player2"



# JavaScript 101

```
// String  
var string = "hello world!";  
console.log(string); // hello world!
```

```
// Integer  
var number = 10;  
number += 1;  
console.log(number); // 11  
console.log("Number: " + number); //Number: 11
```



# JavaScript 101

```
if ("String1" !== "String2") {  
    console.log("true");  
}
```

```
if (0 === "0") {  
    // false  
} else {  
    console.log("true");  
}
```



# JavaScript 101

```
var foobar = 4;  
if (foobar >= 5) {  
    // false  
} else if (foobar > 2 && foobar < 4) {  
    // false  
} else if (foobar > 2 || foobar < 4) {  
    console.log("true");  
}
```



# JavaScript 101

```
var array = ["zero", "one", "two", "three", "four"];
console.log(array[1]); // one

// For loop
for (var i = 0; i < array.length; i++) {
    array[i] = i * 10;
}

console.log(array); // [0, 10, 20, 30, 40]
```



# JavaScript 101

```
function foo() {  
    return "foo";  
}
```

```
var bar = function() {  
    return "bar";  
};
```

```
console.log(foo() + bar()); // foobar
```





# JavaScript 102

```
function Foo() {  
    this.value = 42;  
}
```

```
Foo.prototype.getValue = function () {  
    return this.value; //remember this keyword  
};
```

```
var test = new Foo();  
console.log(test.getValue()); // 42
```



# Code

- /src - Source code
- /spec - Test folder
- SpecRunner.html - Runs tests
- /slides - Contains these slides
- /jshelp - JavaScript syntax help



# Download/Clone

git clone <https://gitlab.knowit.no/oma/tenniskata.git>

or

[https://dl.dropboxusercontent.com/u/45621/  
tenniskata.zip](https://dl.dropboxusercontent.com/u/45621/tenniskata.zip)

