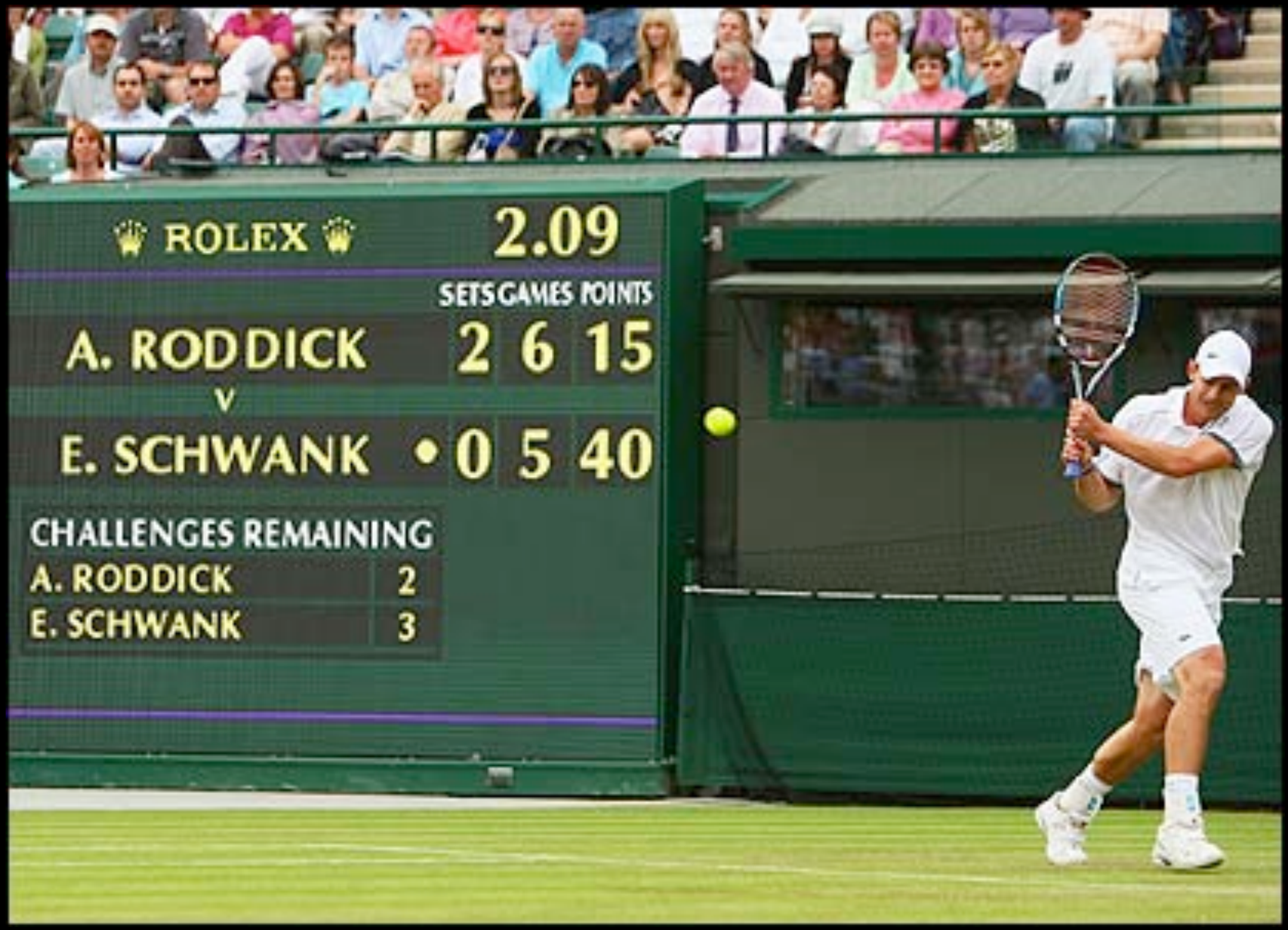
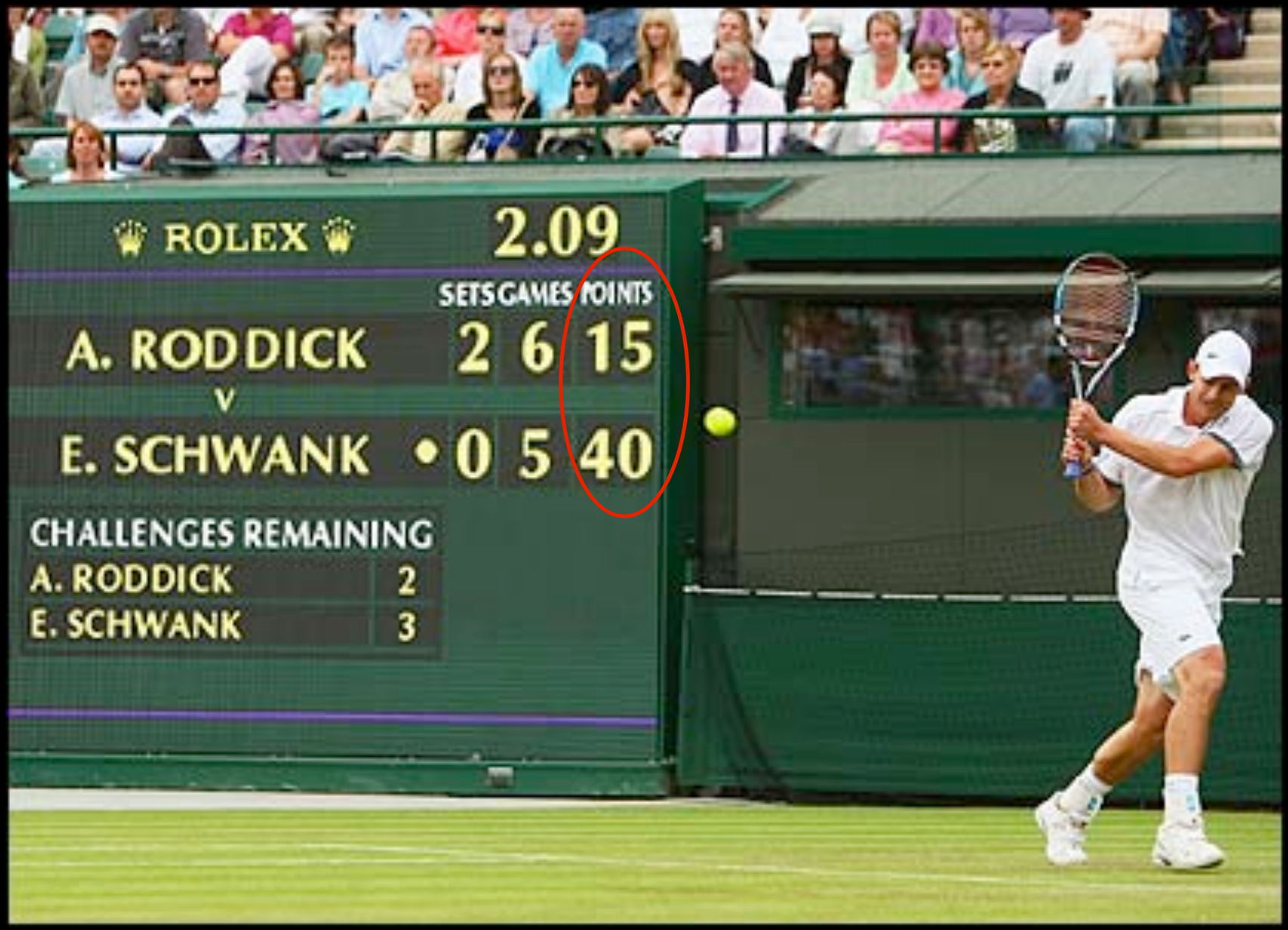
Tennis

Scoreboard

knowit


ROLEX
2.09
SETS GAMES POINTS
A. RODDICK 2 6 15
v
E. SCHWANK • 0 5 40
CHALLENGES REMAINING
A. RODDICK 2
E. SCHWANK 3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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 scored 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 1”

Two methods

- wonPoint(“player 1”)
- 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”)
getScore() -> “Forty - Thirty”

wonPoint(“player2”)
getScore() -> “Deuce”

wonPoint(“player2”)
getScore() -> “Advantage player2”

wonPoint(“player2”)
getScore() -> “Win for player2”

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