

PHP Final Project ~ jQuery

Title

Coin Flip jQuery

Description

When the user agrees to wager a specified amount, they will be invited to flip the coin, which will start the coin flip, and this jQuery will produce the animations for the coinflip. It will land on either heads or tails at random. If it comes up heads, the user wins and doubles their wager; if it comes up tails, the computer wins, and the user loses their bet.

Advantage

The advantage of using jQuery instead of other approaches is the ease with which the task can be completed. jQuery comes with a lot of features that allow you to design a more detailed and attractive user interface, which makes it easier for the user to utilize the website. The key feature I'll be utilizing is the jQuery animation() method, which will allow me to visually flip the coin for the user instead of using text.

Code Example

```
wagerbutton.addEventListener("click", function() {  
  
let headtails = Math.floor(Math.random() * 2);  
  
coinflip.style.animate= none;  
  
if(headtails) {  
    setTimeout(function() {  
        coinflip.style.animate= "spin-heads 5s forwards";  
    }, 100);  
    user++;  
} else {  
    setTimeout(function() {  
        coinflip.style.animate= "spin-tails 5s forwards";  
    }, 100);  
    computer++;  
}
```

Title

Wager Update

Description

Once the coinflip is complete, we must output the result. We can achieve this by pulling the database into the jQuery and outputting the correct outcome on whether the wager was a win or a loss and update the <div>.

Advantage

The benefit of using this would be the ease with which you could choose and update the database with only one line of code. Instead of having to build multiple .JS and .PHP files to get the same result.

Code Example

```
window.addEventListener("load", function() {  
    let getwager = "updatewager.php";  
    let list = document.getElementById("wager");  
    fetch(getwager, { credentials: 'include' })  
        .then(response => response.json())  
        .then(success)  
        for (let i = 0; i < wager.length; i++) {  
            let win = wins[i].win;  
            let loss = lose[i].loss;  
            if(win) {  
                wager.innerHTML += "<br>" + win;  
            } else {  
                wager.innerHTML += "<br>" + loss;  
            }  
        }  
    }  
})
```