

Title: ICP3

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Link: <https://github.com/BrahianOsborny/webandmobileCourse/tree/main/ICP3>

Link: <https://github.com/BrahianOsborny/webandmobileCourse/tree/main/ICP3-RWD/RWDtask>

I.Introduction

In this assignment the requirement was as follows: build a rock paper scissors game with HTML, CSS, and JavaScript. Also, build a responsive web using bootstrap. For this the Lesson plan was provided to follow each step.

II.Description

I designed a basic interface using HTML and CSS where three icons are displayed one for each move, rock paper and scissors. Each of them surrounded by a circle. As I am new to JS real challenge was to build the algorithm in JS tried to build the algorithm in the HTML document which I thought will be easier but for some reason WebStorm did not like that, so I create a JS document and with some examples I find on the internet I was able to build the JS algorithm and embed it to the HTML document. Then, I was trying to make the match-board record the score but it was just scoring one on both side and the nothing, I change the datatype from const to let several time and it did not work, so I realize it was because the variable were declare in the scope of the function game and any time I made a move the function started over so I thought it was required to make the variables global which I did and the match-board started recording the wins.

Building the responsive web was also challenging as I did not know anything about bootstrap, first thing I did was go to bootstrap page copy a link that would provide bootstrap feature to my HTML. I started working with my design and getting the proper size for images to meet responsiveness requirements took me some time.

III.Learning from the lesson

In this ICP I learnt to work with JS and bootstrap, JS helped me to build an algorithm that game my page some interesting functionalities. On the other hand, bootstrap allowed me to create a responsive web which is noticeable as you increase or decrease the size of the page. I am also getting to learn more about WebStorm and how to use its features.

Code snipet:

The highlighted part is where I was stuck before moving the variables where they are.

```
1 // this variables help keeping score
2 let humanCount = 0;
3 let AICount = 0;
4
5 function game(choice1) {
6
7     const message = document.getElementById( elementId: "move-message");
8     const pc = document.getElementById( elementId: "PCmessage");
9
10
11
12     let choice2 = "";
13     const computerChoice = Math.random();
14
15     if (computerChoice < 0.34) {
16         choice2 = "rock";
17     } else if (computerChoice <= 0.67) {
18         choice2 = "paper";
19     } else {
20         choice2 = "scissors";
21     }
22
23     console.log("User Choice: " + choice1);
24     console.log("Computer Choice: " + choice2);
```

Rock Paper Scissors

User 3:5 Mach

Paper covers rock. You win!



rock

paper wins



Brahian Ramon

Front-end Developer

```
<html <!-- htm
xmlns="h
<head>
  <meta name=
  <meta http-e
  <meta name="
  <meta name="o
  <meta name="d
  <meta name="A
  <meta name="d
```