



**DEPARTMENT OF COMPUTER STUDIES**  
**ITEC 106 – IT ELECTIVE 2 ( WEB SYSTEM AND TECHNOLOGIES 2)**

Name : Chesca Simon	Section : BSIT 3C
Assignment No : 2	Submission Date : March 23, 2024
Assignment Title: Rock - Paper - Scissors	

**Code :****HTML FILE**

```
<h1>Rock - Paper - Scissors</h1>
<div class="choices">
  <button class="choice-btn" data-choice="rock">🪨</button>
  <button class="choice-btn" data-choice="paper">🪺</button>
  <button class="choice-btn" data-choice="scissors">✂️</button>
</div>
<div id="playerDisplay">PLAYER: </div>
<div id="computerDisplay">COMPUTER: </div>
<div id="resultDisplay"></div>
<div class="scoreDisplay">Player Score: <span id="playerScoreDisplay">0</span></div>
<div class="scoreDisplay">Computer Score: <span
id="computerScoreDisplay">0</span></div>
```

**JS FILE**

```
document.addEventListener('DOMContentLoaded', function () {
  const choices = ["rock", "paper", "scissors"];
  const playerDisplay = document.getElementById("playerDisplay");
  const computerDisplay = document.getElementById("computerDisplay");
  const resultDisplay = document.getElementById("resultDisplay");
  const playerScoreDisplay = document.getElementById("playerScoreDisplay");
  const computerScoreDisplay = document.getElementById("computerScoreDisplay");
  let playerScore = 0;
  let computerScore = 0;

  document.querySelectorAll('.choice-btn').forEach(button => {
    button.addEventListener('click', function () {
      const playerChoice = button.getAttribute('data-choice');
```



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```

const computerChoice = choices[Math.floor(Math.random() * 3)];
const result = getResult(playerChoice, computerChoice);
updateDisplays(playerChoice, computerChoice, result);
updateScore(result);
});
});

function getResult(playerChoice, computerChoice) {
    if (playerChoice === computerChoice) {
        return "IT'S A TIE!";
    } else if (
        (playerChoice === "rock" && computerChoice === "scissors") ||
        (playerChoice === "paper" && computerChoice === "rock") ||
        (playerChoice === "scissors" && computerChoice === "paper")
    ) {
        return "YOU WIN!";
    } else {
        return "YOU LOSE!";
    }
}

function updateDisplays(playerChoice, computerChoice, result) {
    playerDisplay.textContent = "PLAYER: " + playerChoice;
    computerDisplay.textContent = "COMPUTER: " + computerChoice;
    resultDisplay.textContent = result;
    resultDisplay.className = (result === "YOU WIN!") ? "greenText" : (result === "YOU LOSE!") ? "redText" : "";
}

function updateScore(result) {
    if (result === "YOU WIN!") {
        playerScore++;
        playerScoreDisplay.textContent = playerScore;
    } else if (result === "YOU LOSE!") {
        computerScore++;
        computerScoreDisplay.textContent = computerScore;
    }
}
});

```

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#### CSS FILE

```
body {
    font-family: Arial, sans-serif;
    font-weight: bold;
    margin: 0;
    display: flex;
    flex-direction: column;
    align-items: center;
}

h1 {
    font-size: 3.5rem;
    color: hsl(0, 0%, 20%);
}

.choices {
    margin-bottom: 30px;
}

.choices button {
    font-size: 7.5rem;
    min-width: 160px;
    margin: 0 10px;
    border-radius: 250px;
    background-color: hsl(200, 100%, 50%);
    cursor: pointer;
    transition: background-color 0.5s ease;
}

.choices button:hover {
    background-color: hsl(200, 100%, 70%);
}

#playerDisplay, #computerDisplay {
    font-size: 2.5rem;
}

#resultDisplay {
    font-size: 5rem;
```

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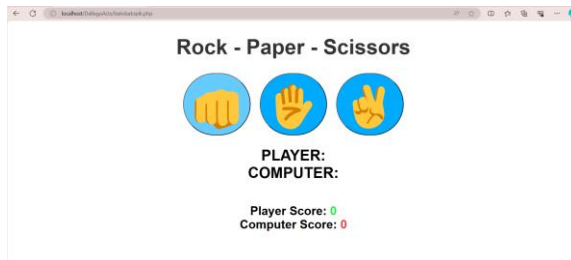
```
margin: 30px 0;
}

.scoreDisplay {
  font-size: 2rem;
}

.greenText, #playerScoreDisplay {
  color: hsl(130, 84%, 54%);
}

.redText, #computerScoreDisplay {
  color: hsl(0, 84%, 60%);
}
```

### SCREENSHOT



### Rock - Paper - Scissors



PLAYER: paper  
COMPUTER: paper

**IT'S A TIE!**

Player Score: 0  
Computer Score: 0

### Rock - Paper - Scissors



PLAYER: rock  
COMPUTER: paper

**YOU LOSE!**

Player Score: 0  
Computer Score: 1

### Rock - Paper - Scissors



PLAYER: rock  
COMPUTER: scissors

**YOU WIN!**

Player Score: 1  
Computer Score: 3