Week 2 – HTML Challange

To create a Portfolio website with at least 2 images, text content and link to another website.
Here is my HTML code:

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Portfolio</title>
</head>
<body>
   <div>
   <p><center><h1><strong><u>Steve`s Portfolio Page</u></strong></h1></center> <!--website heading-->
   <h2>Wecome to my portfolio page.  I have recently started a coding bootcamp provided by
      <a href ="https://www.growthco.uk/" target="_blank" rel="noopener noreferrer">The Growth
Company</a>.  Here is an example of my work, these where two of the Week 1 challanes.</h2>
   </p>
   <p>
      <h2>Here is Dice Roller task:</h2>
   </p>
   <p>
      <h4>
         <ul>
            <li>Create a dice roller that will store the values of five dice rolls.</li>
            <li>Make the program so it will store two sets of dice rolls. One set will be the dice scores
for player 1, the
            other will be the dice rolls for player 2.</li>
            <li>Compare the totals of the two sets and output who got the highest total.</li>
      </ul>
      </h4>
      </p>
      <h2>Here are the rules:</h2><h4>
      <ol>
         <li>Players score 10 points for every six they roll</li>
         <li>Players get 50 points if all five dice are the same</li>
         <li>Players get an additional 50 points if all five dice show a 6</li>
         <li>Players get no score at all if four or more dice are all showing 1</li>
      </ol>
      </h4>
   <p>
      <h2>This is the code I used to create this game</h2>
   </p>
   <p>
      <img src="images/rollerchalcode.jpg" alt="Code for task" >
   </p>
   <p>
      <h2>This is what was output when I ran it:</h2>
   </p>
   <p>
      <img src="images/rollerchalloutput.jpg" alt ="Output of code">
```

```
   </p>
</div>
<div>
   <p>
    <h2>Next there was a tough challange, the Card Dealer</h2>
   </p>
   <p>
      <h3>The card dealer:</h3>
      <ul><h4>
         <li>Build the deck</li>
         <li>Build a card</li>
         <li>Stack the deck</li>
         <li>Pick a card, any card!  And then get a hand</li>
         <li>Ensure that the same card can't be drawn twice</li>
      </h4>
      </ul>
   </p>
   <p>
      <h3>And here was my code for that:</h3>
   </p>
   <p>
      <img src="images/carddealercode.jpg" alt="Code for task">
   </p>
   <p>
      <h2>This is what was output when I ran it:</h2>
   </p>
   <p>
      <img src="images/carddealeroutput.jpg" alt ="Output of code">
   </p>

</div>
</body>
</html>
```

Here is how the website looked:

Steve`s Portfolio Page

Wecome to my portfolio page. I have recently started a coding bootcamp provided by The Growth Company. Here is an example of my work, these where two of the Week 1 challanes.

Here is Dice Roller task:

- Create a dice roller that will store the values of five dice rolls.
- Make the program so it will store two sets of dice rolls. One set will be the dice scores for player 1, the other will be the dice rolls for player 2.
- Compare the totals of the two sets and output who got the highest total.

Here are the rules:

1. Players score 10 points for every six they roll
2. Players get 50 points if all five dice are the same
3. Players get an additional 50 points if all five dice show a 6
4. Players get no score at all if four or more dice are all showing 1

This is the code I used to create this game

```
// dice roller
console.clear();
let dice = 0;
let diceTotal = 0  // set variables
const diceA = [];
for (let i = 0 ; i < 10 ; i++) {   //10 rolls of the dice

   dice = (Math.floor(Math.random() * 6))   // get a random number from 0-5
   diceA.splice(i, 0, (dice + 1))  // add result to array
}
let diceP1 = diceA.slice(0 , 5);   // take first 5 rolls into P1 array
let diceP2 = diceA.slice(5 , 10); // take next 5 rolls into P2 array
```

```
console.log(`Player 1 rolled ${diceP1}`);
console.log(`Player 2 rolled ${diceP2}`);  // output results
let total1 = 0
for (let i = 0 ; i < 5 ; i++) {
   total1 = total1 + diceP1[i]

}
console.log(`Player 1's total was ${total1}`) //get P1's total and display it
let total2 = 0
for (let i = 0 ; i < 5 ; i++) {
   total2 = total2 + diceP2[i]

}
console.log(`Player 2's total was ${total2}`) //get P2's total and display it
if (total1 == total2) {
   console.log(`Player 1 and 2 got the same total!`)
} else if (total1 > total2) {
   console.log(`Player 1 got the highest total`)
} else { console.log(`Player 2 got the highest total`)  //show who scored the most
}
```

This is what was output when I ran it:

```
Player 1 rolled 2,4,1,3,1
Player 2 rolled 1,1,6,2,6
Player 1's total was 11
Player 2's total was 16
Player 2 got the highest total
```

Next there was a tough challange, the Card Dealer

The card dealer:

- **Build the deck**
- **Build a card**
- **Stack the deck**
- **Pick a card, any card! And then get a hand**
- **Ensure that the same card can't be drawn twice**

And here was my code for that:

```
console.clear();  // clears the console

let suitsA = ["Hearts","Diamonds","Clubs","Spades"];   // store suits in array
let cardsA = ["Ace","2","3","4","5","6","7","8","9","10","Jack","Queen","King"];  // store cards
let card1 = [`${cardsA[0]}`, `of`, `${suitsA[0]}`]  // build a card
let number = 0
let deck = [];
let currentsuit = "";
let drawncard = [];
let hand = [];
let rand1 = 0;   // create variables used in program


for (i = 0 ; i < suitsA.length ; i++) {
   currentsuit = (`${suitsA[i]}`)   // sets the suit of cards to make
   for (j = 0 ; j < cardsA.length ; j++) {
    deck.push(`${cardsA[j]} of ${suitsA[i]}`)   // adds each of the cards in that suit
    number = number++
   }   // now we have all 52 cards

}

for (i = 0 ; i < 5; i++) {     // loop to create a hand of 5 cards
   rand1 = (Math.floor(Math.random() * (deck.length)))   // creates a random number within the range
   drawncard = [`${deck[rand1]}`]  // draws a card from those that are available
   hand.push(`${drawncard}`);  // adds that to the player's hand
   deck.splice(rand1,1);  // removes that card from the available deck
}


console.log(`My hand is ${hand}`)  //outputs the hand
```

This is what was output when I ran it:

```
My hand is 6 of Clubs,King of Diamonds,2 of Hearts,5 of Spades,Ace of Diamonds
```