import React, {useState, useEffect, useRef} from 'react'

import "./OurBuild.css"

import img from "./assets/0.png"

import img1 from "./assets/1.png"

import img2 from "./assets/2.png"

import img3 from "./assets/3.png"

import img4 from "./assets/4.png"

import img5 from "./assets/5.png"

import trophy from "./assets/trophy.png"

const OurBuild = () => {

const myRef = useRef()

const [me, setMe] = useState(null)

const [computer, setComputer] = useState(0)

const getRand = (min, max) => {

const myData = Math.floor(Math.random() \* (max - min + 1)) + min

setComputer(myData)

}

useEffect(() => {

myRef.current = computer

}, [computer])

useEffect(() => {

setInterval(() => {

getRand(0, 5)

}, 3000)

}, [])

return (

<div className="container" >

<div className="containerTitle" >CodeLab</div>

<div className="containerDesc" >A simple Game Developed for Kids</div>

<div className="containerBox" >

<div className="containerBox11" >

<div className="containerBoxes">

<img src={img} className="containerBoxesHolder"

onClick={() => {

setMe(0)

}}

/>

<img src={img1} className="containerBoxesHolder"

onClick={() => {

setMe(1)

}}/>

<img src={img2} className="containerBoxesHolder"

onClick={() => {

setMe(2)

}}/>

<img src={img3} className="containerBoxesHolder"

onClick={() => {

setMe(3)

}}/>

<img src={img4} className="containerBoxesHolder"

onClick={() => {

setMe(4)

}}/>

<img src={img5} className="containerBoxesHolder"

onClick={() => {

setMe(5)

}}/>

</div>

<div className="containerBoxesTitle">Me</div>

</div>

<div className="containerBox11" >

<div className="containerBoxes">

<div className="containerBoxesHolder">{

myRef.current === 0 ? <img src={img} className="containerBoxesHolder" /> :

myRef.current === 1 ? <img src={img1} className="containerBoxesHolder" /> :

myRef.current === 2 ? <img src={img2} className="containerBoxesHolder" /> :

myRef.current === 3 ? <img src={img3} className="containerBoxesHolder" /> :

myRef.current === 4 ? <img src={img4} className="containerBoxesHolder" /> :

myRef.current === 5 ? <img src={img5} className="containerBoxesHolder" /> : null

}</div>

</div>

<div className="containerBoxesTitle" >Computer</div>

</div>

</div>

<div className="containerReult" >

<div className="containerReultOutput">result</div>

{/\* <div className="containerReultOutput1">MyOutput: {me} || ComputerOutput: {computer}</div> \*/}

<div>

{

me === computer ? <div>Wow... You're Right </div>

:

me !== computer ?

<div>hmm... You're Wrong </div>

:

me === null ? <div> Null </div> : null

}

</div>

<div>

{

me === computer ? <img src={trophy}/> : null

}

</div>

</div>

</div>

)

}

export default OurBuild