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Cavite State University shall provide excellent, equitable and relevant educational opportunities in the arts, sciences and technology through quality instruction and responsive research and development activities.

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

Name : Jonell Jefferson C. Fial II	Section : BSIT 3A
Assignment No : 2	Submission Date : March 23, 2024
Assignment Title: Rock Paper Scissors	

```
Code:HTML FILE
<!DOCTYPE html>
                                                      <html lang="en">
                                                      <tfoot>
<head>
                                                       <meta charset="UTF-8">
                                                        You <div
  <meta name="viewport"
                                                 id="playerDisplay"></div>
content="width=device-width, initial-scale=1.0">
                                                        AI <div id="computerDisplay">
  <title>Rock Paper Scissors</title>
                                                 </div>
  <link rel="stylesheet" href="style.css">
                                                       </head>
                                                      </tfoot>
<body>
                                                     <h1>BATO BATO PIC</h1>
                                                    </div>
  <div id="resultDisplay"> </div>
                                                 <br>
  <br>
                                                  <br>
  <div class="score">
    <h2>Scoreboard</h2>
                                                   <div id="choices">
    <but
     onclick="playgame('rock')">@</button>
      <span
                                                 onclick="playgame('paper')"> √0</button>
id="playerScoreDisplay">0</span>
                                                     <but
                                                 onclick="playgame('scissors')"> @</button>
                                                   </div>
      </div>
                                                   <br>
       <span
                                                   <but><br/><br/><br/>lass="reset"
id="computerScoreDisplay">0</span>
                                                 onclick="resetGame()">Reset Game</button>
                                                   <script src="script.js"></script>
      </div>
                                                 </body>
                                                 </html>
      const playerDisplay =
JS FILE
                                                 document.getElementById("playerDisplay");
       const choices = ["rock", "paper",
                                                 const computerDisplay =
                                                 document.getElementById("computerDisplay");
```

```
"scissors"];
```

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```
const resultDisplay =
                                                           switch(result){
document.getElementById("resultDisplay");
                                                              case "YOU WIN!":
const computerScoreDisplay =
                                                                resultDisplay.classList.add("win");
document.getElementById("computerScoreDispl
                                                                playerScore++;
ay");
                                                                playerScoreDisplay.textContent =
const playerScoreDisplay =
                                                        playerScore;
document.getElementById("playerScoreDisplay"
                                                                break;
                                                              case "YOU LOSE!":
let playerScore = 0;
let computerScore = 0;
                                                                resultDisplay.classList.add("lose");
                                                                computerScore++;
function playgame(playerChoice) {
                                                                computerScoreDisplay.textContent =
  const computerChoice =
                                                        computerScore;
choices[Math.floor(Math.random() * 3)];
                                                                break:
  let result = "";
                                                             case "TIE!":
                                                                resultDisplay.classList.add("tie");
  if (playerChoice === computerChoice) {
     result = "TIE!";
                                                           }
  } else {
     switch (playerChoice) {
       case "rock":
                                                        function resetGame() {
          result = (computerChoice ===
                                                           playerScore = 0;
"scissors") ? "YOU WIN!" : "YOU LOSE!";
                                                           computerScore = 0;
          break:
                                                           playerScoreDisplay.textContent =
       case "paper":
                                                        playerScore;
          result = (computerChoice === "rock")
                                                           computerScoreDisplay.textContent =
? "YOU WIN!" : "YOU LOSE!";
                                                        computerScore:
          break:
                                                           resultDisplay.textContent = "";
       case "scissors":
                                                        CSS FILE
          result = (computerChoice === "paper")
? "YOU WIN!" : "YOU LOSE!";
                                                        body {
                                                           font-family: 'Gill Sans', 'Gill Sans MT', Calibri,
          break;
                                                         'Trebuchet MS', sans-serif;
    }
  }
                                                           margin: 0;
                                                           display: flex;
  playerDisplay.textContent = `
                                                           flex-direction: column;
${playerChoice}`;
                                                           align-items: center;
  computerDisplay.textContent = `
                                                        }
${computerChoice}`;
  resultDisplay.textContent = result;
                                                        h1 {
                                                           font-size: 3.5rem;
  resultDisplay.classList.remove("win", "lose");
                                                           color: black:
                                                        }
```

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```
.choices {
  margin-bottom: 30px;
  justify-content: center;
#choices button {
  font-size: 2.5rem;
  height: 90px;
  width: 90px;
  margin: 0 10px;
  border-radius: 50%;
  background-color: rgb(131, 131, 3);
  cursor: pointer;
  transition: background-color 0.5s ease;
}
#choices button:hover {
  background-color: rgb(0, 221, 221);
}
.reset{
  border-radius: 20px;
  border: none;
  cursor: pointer;
  height: 50px;
  width: 100px;
  background-color: rgb(131, 131, 3);
  color: white;
  font-weight: bolder;
.win, #playerScoreDisplay {
  color: rgb(24, 179, 24);
.lose, #computerScoreDisplay {
  color: rgb(235, 12, 12);
#resultDisplay{
  font-size: 30px;
.score{
```

```
box-shadow: 0px 0px 19px 1px #e8dede;
  width: 30em;
  margin: auto:
  border: 1px solid rgb(0, 0, 0);
 .score h2 {
  border-bottom: 1px solid rgb(0, 0, 0);
  margin: 0;
  padding: 10px;
  text-align: center;
 .score table {
  margin: 10px auto;
  width: 100%;
  border-collapse: collapse;
 .score th, .score td {
  text-align: center;
 .score td {
  font-size: 3em;
  padding: 0 20px;
SCREENSHOT
```

BATO BATO PIC

Scoreboard 0 0



0



BATO BATO PIC

YOU LOSE!

Scoreboard

BATO BATO PIC

YOU WIN! Scoreboard ı



BATO BATO PIC









TIE!

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Dictionary:

 Math.random – returns a random float number

Syntax: Math.random()
Parameters: none

This command was used to generate a random number which will be used as the computer's choice

- **Math.floor** – rounds a number down

Syntax: math.floor(x)

Parameter: x (number to round

down)

This command was used to round down the generated random number

 resetGame() - This function resets the game by setting both the player's and the computer's scores to zero and clearing the result display.

Syntax: resetGame()

Parameters: None. This function doesn't accept any parameters.

playerScore++, computerScore++

These statements increment the score of either the player or the computer by one.

Syntax: playerScore++; computerScore++; **Parameters:** None.

These statements increment the values of the playerScore and computerScore variables by one.

classList.add("className"), classList.remove("className")

These methods are used to add or remove a CSS class from an HTML element's class list, allowing dynamic styling changes.

Syntax:

element.classList.add("className");
element.classList.remove("classNa
me");

Parameters: "className" is the name of the CSS class you want to add or remove. element is the HTML element object whose class list you want to manipulate.