



DEPARTMENT OF COMPUTER STUDIES

ITEC 106 – IT ELECTIVE 2 (WEB SYSTEM AND TECHNOLOGIES 2)

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Assignment No : 2	Submission Date : March 23, 2024
Assignment Title: Rock Paper Scissors	

Code :HTML FILE

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport"
content="width=device-width, initial-scale=1.0">
  <title>Rock Paper Scissors</title>
  <link rel="stylesheet" href="style.css">
</head>
<body>
  <h1>BATO BATO PIC</h1>
  <div id="resultDisplay"> </div>
  <br>
  <div class="score">
    <h2>Scoreboard</h2>
    <table>
      <tbody>
        <tr>
          <td class="scoreDisplay"><span
id="playerScoreDisplay">0</span></td>

          </div>
          <td class="scoreDisplay"><span
id="computerScoreDisplay">0</span></td>

          </div>
        </tr>
      </tbody>
    </table>
  </div>
</body>
</html>
```

JS FILE

```
const choices = ["rock", "paper",
"scissors"];
```

```
</tbody>
</tfoot>
</tr>
<th>You <div
id="playerDisplay"></div></th>
<th>AI <div id="computerDisplay">
</div></th>
</tr>
</tfoot>
</table>
</div>
<br>
<br>

<div id="choices">
  <button
onclick="playgame('rock')">🪨</button>
  <button
onclick="playgame('paper')">🪙</button>
  <button
onclick="playgame('scissors')">✂️</button>
</div>
<br>
<button class="reset"
onclick="resetGame()">Reset Game</button>
<script src="script.js"></script>
</body>
</html>
```

```
const playerDisplay =
document.getElementById("playerDisplay");
const computerDisplay =
document.getElementById("computerDisplay");
```



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```
const resultDisplay =
document.getElementById("resultDisplay");
const computerScoreDisplay =
document.getElementById("computerScoreDisplay");
const playerScoreDisplay =
document.getElementById("playerScoreDisplay");
let playerScore = 0;
let computerScore = 0;

function playgame(playerChoice) {
  const computerChoice =
  choices[Math.floor(Math.random() * 3)];
  let result = "";

  if (playerChoice === computerChoice) {
    result = "TIE!";
  } else {
    switch (playerChoice) {
      case "rock":
        result = (computerChoice ===
"scissors") ? "YOU WIN!" : "YOU LOSE!";
        break;
      case "paper":
        result = (computerChoice === "rock")
? "YOU WIN!" : "YOU LOSE!";
        break;
      case "scissors":
        result = (computerChoice === "paper")
? "YOU WIN!" : "YOU LOSE!";
        break;
    }
  }

  playerDisplay.textContent = `
${playerChoice}`;
  computerDisplay.textContent = `
${computerChoice}`;
  resultDisplay.textContent = result;

  resultDisplay.classList.remove("win", "lose");
```

```
switch(result){
  case "YOU WIN!":
    resultDisplay.classList.add("win");
    playerScore++;
    playerScoreDisplay.textContent =
playerScore;
    break;

  case "YOU LOSE!":
    resultDisplay.classList.add("lose");
    computerScore++;
    computerScoreDisplay.textContent =
computerScore;
    break;
  case "TIE!":
    resultDisplay.classList.add("tie");
    break;
}

function resetGame() {
  playerScore = 0;
  computerScore = 0;
  playerScoreDisplay.textContent =
playerScore;
  computerScoreDisplay.textContent =
computerScore;
  resultDisplay.textContent = "";
}

CSS FILE
body {
  font-family:'Gill Sans', 'Gill Sans MT', Calibri,
'Trebuchet MS', sans-serif;
  margin: 0;
  display: flex;
  flex-direction: column;
  align-items: center;
}

h1 {
  font-size: 3.5rem;
  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;
}

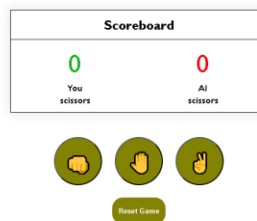
.score table {
  margin: 10px auto;
  width: 100%;
  border-collapse: collapse;
}

.score th, .score td {
  text-align: center;
}

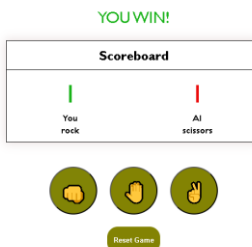
.score td {
  font-size: 3em;
  padding: 0 20px;
}
}
```

SCREENSHOT

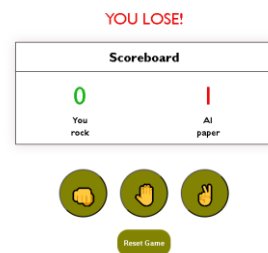
BATO BATO PIC



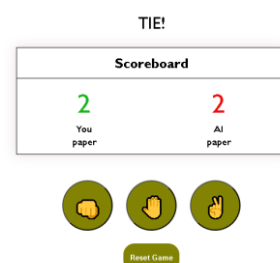
BATO BATO PIC



BATO BATO PIC



BATO BATO PIC





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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("className");
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.