

猜数字

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一、 项目需求

写一个猜数字的小程序

二、 功能分析

能够猜数字，根据用户选择的数字并反馈给用户是大还是小还是正确

三、 总体设计

猜数字界面和显示结果界面

四、 实现原理

界面跳转和用户点击反馈

五、 模块划分

guess 界面和 result 界面

六、 各模块实现过程

1、 guess.js

```
// pages/guess/guess.js
```

```
Page({  
  data: {  
    clicked: [0, 0, 0],  
    mycolor: ['black', 'red'],  
    targetnumber: Math.round(Math.random()*10),  
    d: ['black', 'black', 'black', 'black', 'black', 'black', 'black', 'black', 'black', 'black'],  
    cnt: 0  
  },  
  /**  
   * 生命周期函数--监听页面加载  
   */  
})
```

```
onLoad: function (options) {
},
click: function (e) {
  console.log(e.currentTarget.id)
  var temp = this.data.d;
  var tempcnt = this.data.cnt;
  tempcnt = tempcnt + 1
  temp[e.currentTarget.id] = 'red'

  this.setData({
    d: temp,
    cnt: tempcnt
  })

  if (e.currentTarget.id > this.data.targetnumber) {
    wx.showToast({
      title: 'too large',
      icon: 'none'
    })
  } else {
    if (e.currentTarget.id == this.data.targetnumber) {
      wx.setStorage({
        key: "counts",
        data: this.data.cnt,
      })
      wx.showToast({
        title: 'Congraduation!!',
        duration: 6000,
        success: function () {
          wx.navigateTo({
            url: '/pages/result/result'
          })
        }
      })
    }
  }
  else {
    wx.showToast({
      title: 'too little',
      icon: 'none'
    })
  }
}
},
```

2、guess.json

```
{
  "usingComponents": {},
  "navigationBarTitleText": "Guess Game"
}
```

3、guess.wxml

```
<!--pages/guess/guess.wxml-->
<view>
  <view>
    <image id="0" bindtap="click"
src="/images/{{d[0]}}/shuzi0.png" class="tp"></image>
    <image id="1" bindtap="click"
src="/images/{{d[1]}}/shuzi1.png" class="tp"></image>
    <image id="2" bindtap="click"
src="/images/{{d[2]}}/shuzi2.png" class="tp"></image>
    <image id="3" bindtap="click"
src="/images/{{d[3]}}/shuzi3.png" class="tp"></image>
    <image id="4" bindtap="click"
src="/images/{{d[4]}}/shuzi4.png" class="tp"></image>
    <image id="5" bindtap="click"
src="/images/{{d[5]}}/shuzi5.png" class="tp"></image>
    <image id="6" bindtap="click"
src="/images/{{d[6]}}/shuzi6.png" class="tp"></image>
    <image id="7" bindtap="click"
src="/images/{{d[7]}}/shuzi7.png" class="tp"></image>
    <image id="8" bindtap="click"
src="/images/{{d[8]}}/shuzi8.png" class="tp"></image>
    <image id="9" bindtap="click"
src="/images/{{d[9]}}/shuzi9.png" class="tp"></image>
  </view>
</view>
```

4、guess.wxss

```
/* pages/guess/guess.wxss */
.t1{
  color: #F40;
  font-size: 20px
}
.t2{
  color: rgb(9, 255, 0);
  font-size: 20px
```

```
}  
.tp{  
  width: 230rpx;  
  height: 230rpx;  
  border: 1px solid #F40;  
  border-radius: 15%;  
  margin:5rpx;  
}
```

5、result.js

```
// pages/result/result.js  
Page({  
  
  /**  
   * 页面的初始数据  
   */  
  data: {  
    count:0  
  
  },  
  
  /**  
   * 生命周期函数--监听页面加载  
   */  
  onLoad: function (options) {  
    var that = this  
    wx.getStorage({  
      key: "counts",  
  
      success: function (res) {  
        console.log(res.data)  
        that.setData({  
  
          count: res.data  
        })  
      },  
    })  
  },  
})
```

6、result.wxml

```
<!--pages/result/result.wxml-->
```

```
<view>
<text>您一共猜了{{count}}次</text>

</view>
```

运行结果如下：



