猜数字

姓名： <u>饶永强</u>　　　学号： <u>2017210218019</u>

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

```javascript
// 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

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

3、guess.wxml

```xml
<!--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

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

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

5、result.js

```javascript
// 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

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

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

</view>
```

运行结果如下：

too large

too little

您一共猜了5次

Congraduation!