

项目名称：猜数字游戏

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一、 项目需求：

完成项目：猜数字游戏。

二、 功能分析：

实现猜数字的功能。

三、 总体设计：

通过小程序调用，完成猜数字的各项功能。

四、 实现原理：

利用微信小程序开发文档，实现猜数字项目。

五、 模块划分

六、 各模块实现过程

a) 模块一：

i. 设计 UI 等

ii. 各类实现算法

iii. 各类实现代码

```
// pages/guess/guess.
js
Page({
  /
  **
  *
  页面的初始数据
  *
  /
  data: {
    clicked: [0, 0, 0, 0, 0, 0, 0, 0, 0, 0],
```

[illegible]

```

,
,
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
  ,
  })
  }
  }
  },
  <!
  --
  pages/guess/guess.wxml
  --
  >
  <view>
  please choose a correct number:
  <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>

// 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
    })
    },
    })
    },
    /
    **
    *
    生命周期函数
    --
    监听页面初次渲染完成
    *
    /
    onReady: function () {
    },
    /
    **
    *
    生命周期函数
    --
    监听页面显示
    *
    /
    onShow: function () {
    wx.showToast({
    title:
    ,
    Congraduation!!
    ,
    ,
    })
    },
    <!
    --
    pages/result/result.wxml
    --
    >
    <view>
    你

```

共猜了{{count}}次

</view>

