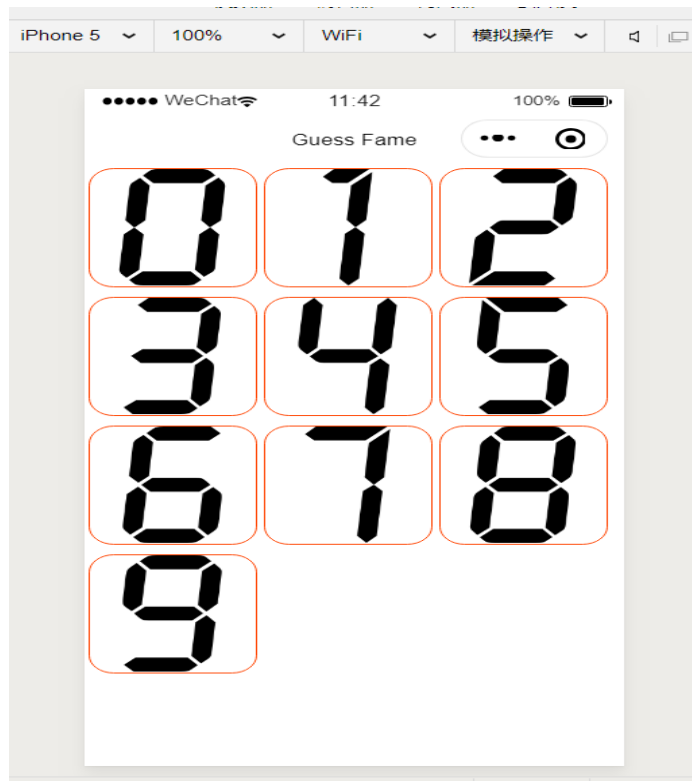


项目名称：实验 1 猜数字游戏

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## 一、效果展示





## 二、主要代码

guess.js

```
    if (e.currentTarget.id == this.data.targetnumber) {  
      wx.setStorage({  
        key: 'counts', any  
        data: this.data.cnt,  
      })  
    }  
  }  
}
```

guess.wxml

```

<!--pages/guess/guess.wxml-->
<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>

```

## result.js

```

* 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) {
      that.setData({
        cnt: res.data
      })
    },
  })
}
},

```

## result.wxml

```

<!--pages/result/result.wxml-->
<wxs src="../../wxs/score.wxs" module="tools"/>
<view>
  <text class="t3" align-items:center>得分{{tools.score(cnt)}}</text>
</view>
<view>
  <text class="t2" align-items:center>您一共点击了{{cnt}}次猜中了答案! </text>
</view>

<view>
  <navigator url="/pages/guess/guess" class='t1'>Play Again</navigator>
</view>

```

score.wxjs

```
var s = function (x) {  
  var s = null  
  switch (x) {  
    case 1: s = 100; break  
    case 2: s = 90; break  
    case 3: s = 80; break  
    case 4: s = 70; break  
    case 5: s = 60; break  
    case 6: s = 50; break  
    case 7: s = 40; break  
    case 8: s = 30; break  
    case 9: s = 20; break  
    case 10: s = 10; break  
    default: break  
  }  
  return s  
}  
  
module.exports.score = s
```