

在 pages 里新建 guess 文件和 result 文件并新建包

其中 guess.js 内容如下:

```
// pages/guess/guess.js
var app = getApp()
Page({

  /**
   * 页面的初始数据
   */
  data: {
    clicked:[0,0,0],
    mycolor:['black','red'],
    targetnumber:Math.round(Math.random()*9),
    d: ['black', 'black', 'black', 'black', 'black', 'black', 'black', 'black', 'black', 'black', 'black', 'black'],
  },

  /**
   * 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;
    temp[e.currentTarget.id] = 'red'
    this.setData({
      d:temp
    })
    if(e.currentTarget.id<this.data.targetnumber){
      wx.showToast({
        title: 'too little',
        icon:'none'
      },
      app.globalData.counter_clicked +=1
    )
    }else{
      if (e.currentTarget.id == this.data.targetnumber){
        app.globalData.counter_clicked +=1
        console.log(app.globalData.counter_clicked)
        wx.showToast({
          title: 'Congraduation!!',
          duration:3000,
        })
      }
    }
  }
})
```

```

        success: function () {
            wx.navigateTo({
                url: '/pages/result/result',
            })
        })
    }
    else{
        wx.showToast({
            title: 'too bigger',
            icon: 'none'
        })
        app.globalData.counter_clicked +=1
    }
}
},
/**
 * 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: 'welcom to this game wait 3s!!',
    })
},

/**
 * 生命周期函数--监听页面隐藏
 */
onHide: function () {

},

/**
 * 生命周期函数--监听页面卸载
 */
onUnload: function () {

},

```

```

/**
 * 页面相关事件处理函数--监听用户下拉动作
 */
onPullDownRefresh: function () {

},

/**
 * 页面上拉触底事件的处理函数
 */
onReachBottom: function () {

},

/**
 * 用户点击右上角分享
 */
onShareAppMessage: function () {

}
})

```

寻找图片添加到 images 中，分别为 red 和 black 的数字 0~9;

在 guess.wxml 中的内容如下

```

<!--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>

```

在 guess.wxss 中的内容如下

```

/* pages/guess/guess.wxss */
.t1{
  color: #f40;
  font-size: 20px
}
.t2{
  color: rgb(34, 202, 152);
  font-size: 20px
}
.tp{
  width: 230rpx;
  height: 230rpx;
  border: 1px solid #f40;
  border-radius: 15%;
  margin: 5rpx;
}

```

此为格式模块;

在 result.js 中加入变量 count,

```

onShow: function () {
  this.setData({
    count: getApp().globalData.counter_clicked
  })
},

```

count 调用于全局变量 counter_clicked

```

globalData: {

```

```

    counter_clicked:0,
    userInfo: null
  }

```

这个全局变量的修改在 guess.js 中；

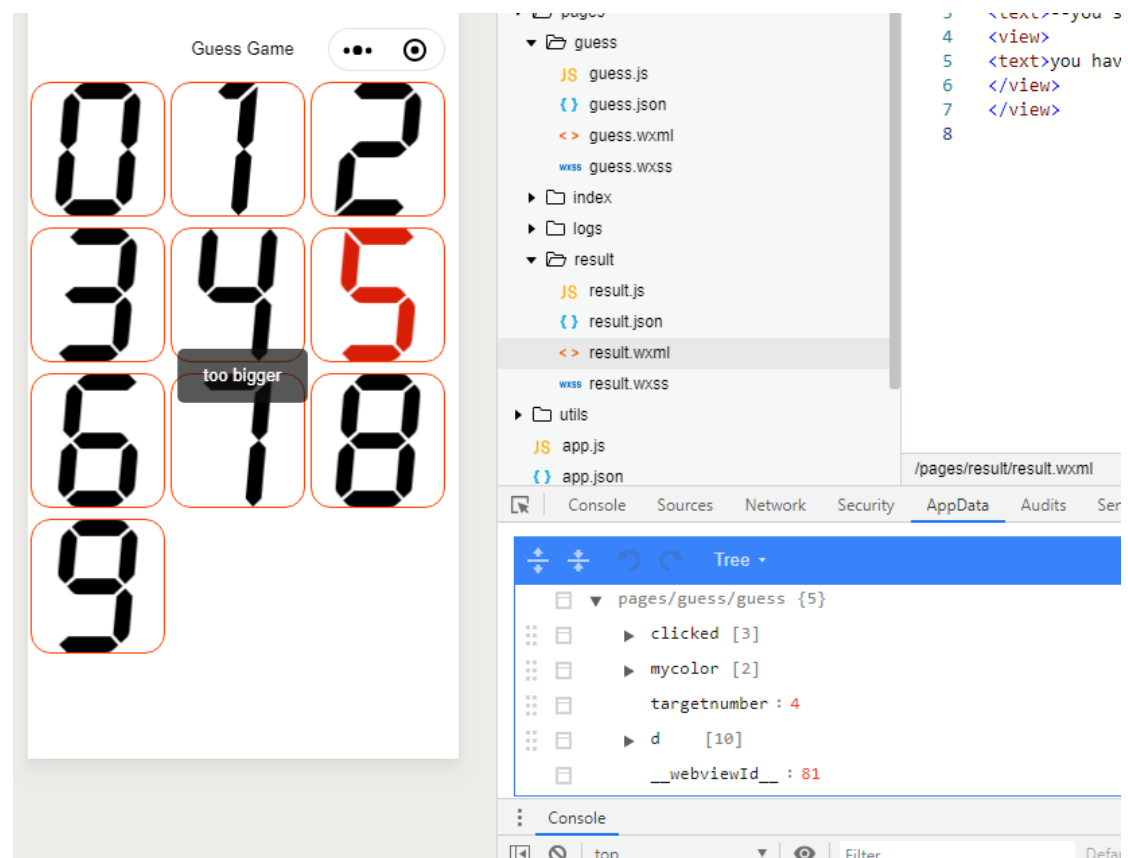
Guess.wxml 的内容如下：

```

<!--pages/result/result.wxml-->
<view>
<text>--you succeed--</text>
<view>
<text>you have test {{count}} times</text>
</view>
</view>

```

运行结果如下：





File Explorer showing the project structure:

- pages
 - guess
 - guess.js
 - guess.json
 - guess.wxml
 - guess.wxss
 - index
 - logs
 - result
 - result.js
 - result.json
 - result.wxml
 - result.wxss
 - utils
 - app.js
 - app.json

Code Editor showing the content of `pages/result/result.wxml`:

```
2 <view>
3 <text>--!
4 <view>
5 <text>you
6 </view>
7 </view>
8
```

AppData Tree:

- pages/guess/guess {5}
 - clicked [3]
 - mycolor [2]
 - targetnumber : 4
 - d [10]
 - __webViewId__ : 81

Console:

- 6 messa...
- 6 user m...
- No errors
- 2 warnin...

Log Details:

- Fri Sep 27 2019 09:56:55 GMT+0800 (中国标准)
- Fri Sep 27 2019 09:56:56 GMT+0800 (中国标准)
- 5
- 0
- >

