

JavaScript Punkteberechnung Update



Currently I calculate the score in my app.py like this:

```
max = guessing_object['scale_bottom']
min = guessing_object['scale_top']
answer = guessing_object['value']

error = abs(user_guess - answer) / (max - min)
points = 1000 * (1 - error) ** 2
```

This is the part of my html for a scale:

```
<!-- Skala https://developer.mozilla.org/en-US/docs/Web/HTML/Element/input/range -->
<form action="{{ url_for('game_set', game_id=game_id, round=round) }}" method="post">
  <div class="vstack">

    <div class="col text-center mt-2">
      <label for="guess"><span id="guessValue" style="font-weight: bold">{{ "
{:.0f}".format((guessing_object['scale_top'] + guessing_object['scale_bottom']) // 2).replace(',', '.') }}
</span></label>
    </div>

    <div class="d-flex justify-content-between m-2">
      <div class="col-1 text-center">
        <label style="font-weight: bold">{{guessing_object['scale_top'] | int}}</label>
      </div>
      <div class="col">
        <input type="range" id="guess" name="guess" class="form-range"
          min="{{ guessing_object['scale_top'] }}"
          max="{{ guessing_object['scale_bottom'] }}"
          step="1"

          oninput="updateValue(this.value)">
      </div>
      <div class="col-1 text-center">
        <label style="font-weight: bold">{{guessing_object['scale_bottom'] | int}}</label>
      </div>
    </div>

    <button type="button" class="btn btn-primary mt-3" data-bs-toggle="modal" data-bs-
target="#submitPopUp">Submit</button>

    <div class="modal fade" data-bs-backdrop="static" id="submitPopUp">
      <div class="modal-dialog modal-dialog-centered">
        <div class="modal-content">
          <div class="modal-header"><h1>Confirm guess</h1>
```

```

        </div>
        <div class="modal-body"><h4>Your Guess <span id="modalGuessValue" style="font-
weight: bold"></span></h4>
        <h4>Correct answer: {{ guessing_object['value'] }}</h4>
        </div>
        <div class="modal-footer">
            <button type="submit" class="btn btn-primary">Continue</button>
        </div>
    </div>
</div>
<div class="container text-center m-2">
    <label for="guess" class="fw-bold display-5" >Current Score: {{score}}</label>
</div>

</div>
</form>

```

<!-- Dynamische ANzeige der Skala
https://www.w3schools.com/howto/howto_js_rangeslider.asp -->
 <script>

```

var slider = document.getElementById("guess");
var output = document.getElementById("guessValue");
var modalGuess = document.getElementById("modalGuessValue");

output.innerHTML = slider.value;
modalGuess.innerHTML = slider.value;

slider.oninput = function() {
    output.innerHTML = this.value;
    modalGuess.innerHTML =this.value;
}
</script>

```

Can I calculate the points directly in this html to display the earned points in the pop-up? Give me the easiest and simplest answer

Yes, you can calculate the points directly in the HTML using JavaScript. Add this script inside your HTML:

```

html

<script>
    function updateValue(value) {
        var max = parseFloat("{{ guessing_object['scale_bottom'] }}");
        var min = parseFloat("{{ guessing_object['scale_top'] }}");
        var answer = parseFloat("{{ guessing_object['value'] }}");

        var error = Math.abs(value - answer) / (max - min);
        var points = Math.round(1000 * (1 - error) ** 2);

        document.getElementById("modalGuessValue").innerHTML = value;
        document.getElementById("earnedPoints").innerHTML = points;
    }
</script>

```

```
}
</script>
```

Then, modify your modal body to include the calculated points:

```
html

<div class="modal-body">
  <h4>Your Guess: <span id="modalGuessValue" style="font-weight: bold"></span></h4>
  <h4>Correct answer: {{ guessing_object['value'] }}</h4>
  <h4>Earned Points: <span id="earnedPoints" style="font-weight: bold">0</span></h4>
</div>
```

Now, the points will update dynamically in the pop-up based on the user's guess. 🚀