Project\_carrot-pratice

1. Problem1

Game.js에서 stop function과 finish function에서 겹치는 부분을 정리

-Code

stop() {

*this*.started = false;

*this*.stopGameTimer();

*this*.hideGameButton();

      sound.playAlert();

      sound.stopBackground();

*this*.onGameStop && *this*.onGameStop(Reason.cancel);

    }

    finish(win) {

*this*.started = false;

*this*.hideGameButton();

*if* (win) {

        sound.playWin();

      } *else* {

        sound.playBug();

      }

*this*.stopGameTimer();

      sound.stopBackground();

*this*.onGameStop && *this*.onGameStop(win ? Reason.win : Reason.lose);

    }

-Common Code   
*this*.started = false;  
*this*.stopGameTimer();  
*this*.hideGameButton();  
sound.stopBackground();  
*this*.onGameStop && *this*.onGameStop

-My solution   
stop과 finish를 function에서 그안에 겹체는 function을 빼내어 하나의 function을 만든다   
Ex)   
stopfinish(){  
Common Code   
}  
그리고 stop과 finish에 공통된 fun을 지우고 ‘stopfinish()’ callback

-Ellie solution   
stop에 main.js에서 win:lose:cancel 인자를 받아옴  
finish() remove

Ex)

In game.js

stop(reason) {

*this*.started = false;

*this*.stopGameTimer();

*this*.hideGameButton();

      sound.stopBackground();

*this*.onGameStop && *this*.onGameStop(reason);

    }

In main.js  
game.setGameStopListener(reason => {

  console.log(reason);

  let message;

*switch*(reason) {

*case* Reason.cancel:

      message = 'Replay❓';

      sound.playAlert(); //Add

*break*;

*case* Reason.win:

      message = 'YOU WON😍';

      sound.playWin(); //Add

*break*;

*case* Reason.lose:

      message = 'YOU LOST😱';

      sound.playBug(); //Add

*break*;

*default*:

*throw* new Error('not valid reason');

  }

  gameFinishBanner.showWithText(message);

});