

Rock Paper Scissors

```
const buttons = document.querySelectorAll("button");
const userDisplay = document.getElementById("userChoice");
const computerDisplay = document.getElementById("computerChoice");
const resultDisplay = document.getElementById("result");
const counterDisplay = document.getElementById("counter");

let counter = 1;
let wins = 0;
let ties = 0;
let losses = 0;

// forEach will run a function for each item in the array
// 'item' refers to the current item in the loop (similar to 'i')
buttons.forEach((item) => {
  item.addEventListener("click", userPick);
});

function userPick(e) {
  // 'e' is the 'event' object.
  // 'target' is the button they clicked on
  const buttonClicked = e.target.innerHTML;
  const computer = computerPick();
  userDisplay.innerHTML = `You picked ${buttonClicked}`;
  computerDisplay.innerHTML = `The computer picked ${computer}`;

  if (computer == buttonClicked) {
    endGame("ties");
  } else if (
    (buttonClicked == "Rock" && computer == "Scissors") ||
    (buttonClicked == "Paper" && computer == "Rock") ||
    (buttonClicked == "Scissors" && computer == "Paper")
  ) {
    endGame("wins");
  } else {
    endGame("losses");
  }
  // console.log(e);
}

function endGame(outcome) {
  counter++;
  counterDisplay.innerHTML = `Game ${counter}`;
  if (outcome == "wins") {
    wins++;
    document.getElementById("wins").innerHTML = `Wins: ${wins}`;
  } else if (outcome == "losses") {
    losses++;
    document.getElementById("losses").innerHTML = `Losses: ${losses}`;
  }
}
```

```
    } else {
      ties++;
      document.getElementById("ties").innerHTML = `Ties: ${ties}`;
    }
    resultDisplay.innerHTML = `You ${outcome}`;
  }

function computerPick() {
  const choices = ["Rock", "Paper", "Scissors"];
  return choices[Math.floor(Math.random() * choices.length)];
}
```