

# ICP3 Report

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github: <https://github.com/GollapudiSrikanth/WebMobileSpring2022/tree/main/Web/ICP3>

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github: [https://github.com/MangiVarunReddy/Webcourse/tree/main/Web\\_part/ICP3](https://github.com/MangiVarunReddy/Webcourse/tree/main/Web_part/ICP3)

## **Task Performed**

1. Create a web page for Rock,Paper,Scissor game and an responsive web page as shown in the UI WireFrame.
2. RPS(Rock,Paper,Scissor)Game
  - Built an first version UI for the game.
  - Rock,Paper and Scissor are displayed with each images next to one another.
  - Game can be played with computer.
  - Scores are displayed on the screen every time as user plays.
  - Winner of each game will be alerted with a popup on the screen.
  - On click of the any image game starts and played with computer
  - **Logic of the Game:**
    - OnClick of each image, calls a function with a value indicating what is the image
    - Then the random generator comes in picture which generates a random value in range of 1-3.
    - 1 is considered as rock,2 is considered as paper,3 is considered as scissor.
    - Based on the game logic in the javascript we have function named 'result(value)' which consists of game logic using if else-if statements.
    - Based on the logic users gets displayed a popup who won the game.
3. Responsive web page
  - A Mock design has been given with prototype.
  - Need to use the latest bootstrap framework to implement that particular design
  - Using Bootstrap 4.3.1 we have achieved this task
  - The resultant web page is responsive and verified for all the responsive mobile phones which are available in the chrome browser and screen shots has also been provided in this report of screenshot section.

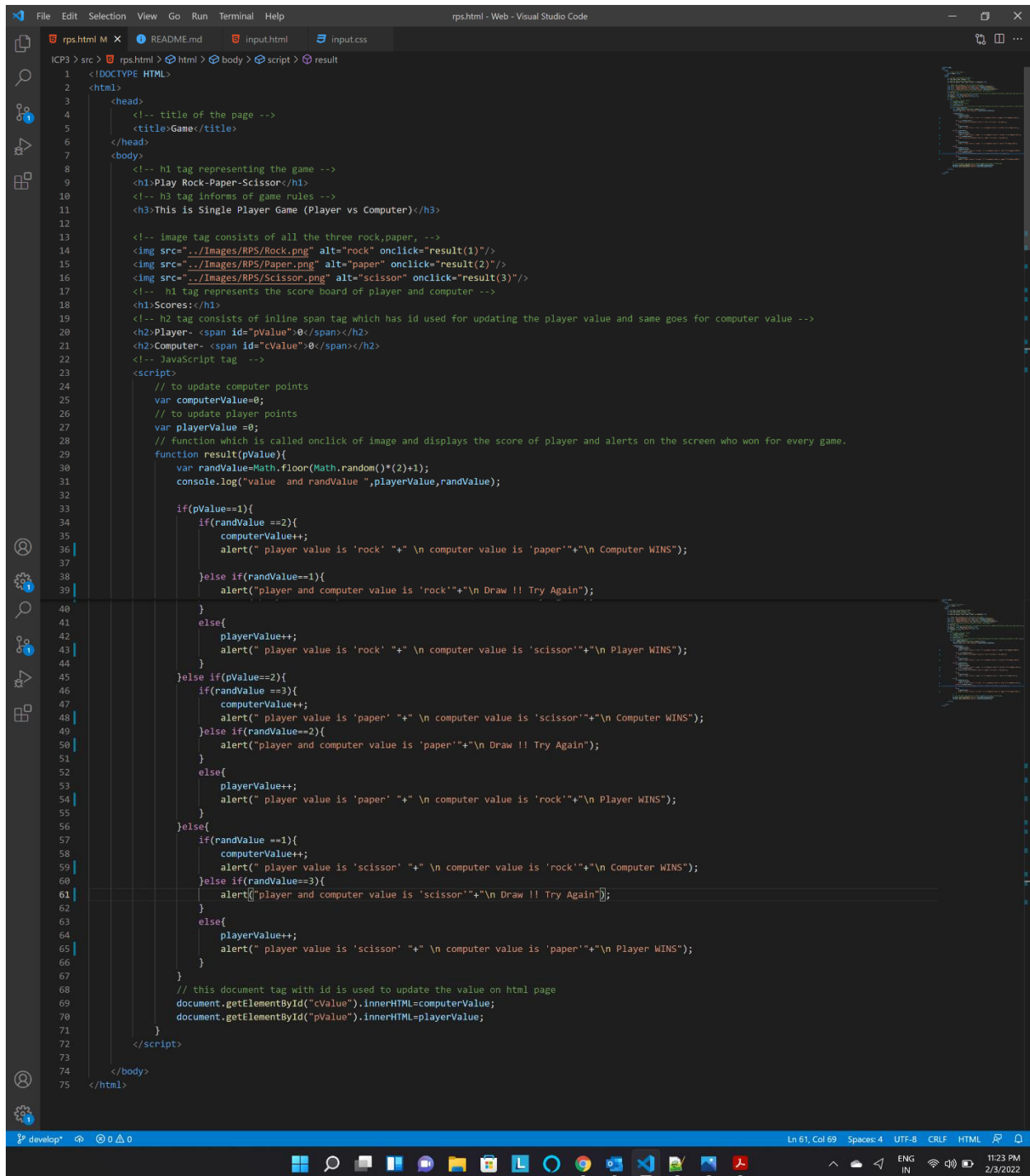
## **OutCome**

From this task we were able to implement a Game(rock,paper,Scissor) with HTML5,CSS3,Javascript. Tested the game in all scenarios and played with computer and got the logic behind computer gaming. Got to know how to design a web page which is responsive in all the scenarios of chrome responsive testing, With the help of BootStrap Framework we were able to achieve this.

## Task Distribution

Work Contributed was equally distributed together.

## Code Snippets: RPS Taks



```
File Edit Selection View Go Run Terminal Help
rps.html - Web - Visual Studio Code

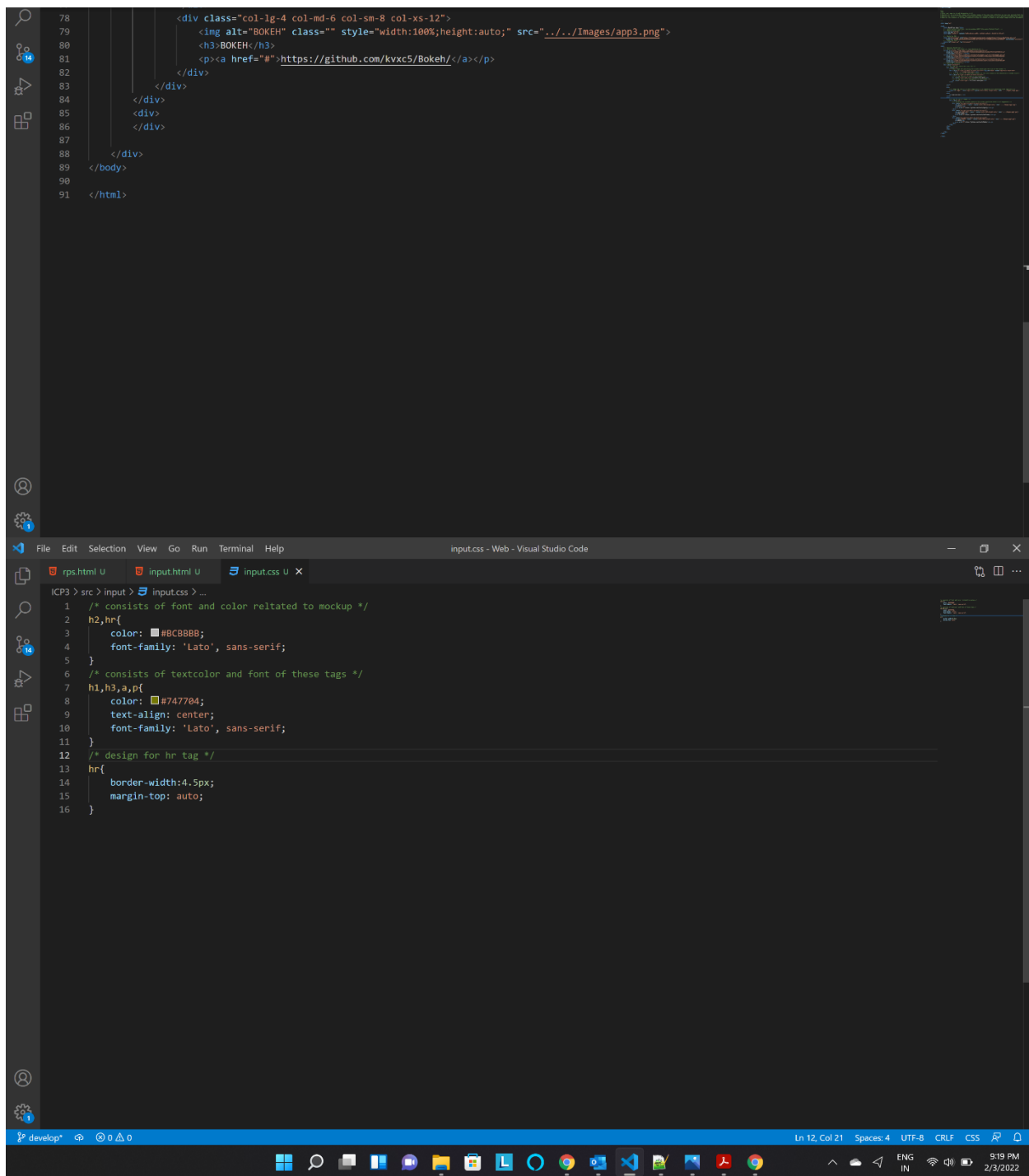
rps.html M X README.md input.html input.css
ICP3 > src > rps.html > html > body > script > result
1 <!DOCTYPE HTML>
2 <html>
3   <head>
4     <!-- title of the page -->
5     <title>Game</title>
6   </head>
7   <body>
8     <!-- h1 tag representing the game -->
9     <h1>Play Rock-Paper-Scissor</h1>
10    <!-- h3 tag informs of game rules -->
11    <h3>This is Single Player Game (Player vs Computer)</h3>
12
13    <!-- image tag consists of all the three rock,paper, -->
14    
15    
16    
17    <!-- h1 tag represents the score board of player and computer -->
18    <h1>Scores:</h1>
19    <!-- h2 tag consists of inline span tag which has id used for updating the player value and same goes for computer value -->
20    <h2>Player- <span id="pValue">0</span></h2>
21    <h2>Computer- <span id="cValue">0</span></h2>
22    <!-- JavaScript tag -->
23    <script>
24      // to update computer points
25      var computerValue=0;
26      // to update player points
27      var playerValue =0;
28      // function which is called onclick of image and displays the score of player and alerts on the screen who won for every game.
29      function result(pValue){
30        var randValue=Math.floor(Math.random()*(2)+1);
31        console.log("value and randValue ",playerValue,randValue);
32
33        if(pValue==1){
34          if(randValue ==2){
35            computerValue++;
36            alert(" player value is 'rock' "+" \n computer value is 'paper'+"\n Computer WINS");
37          }
38          else if(randValue==1){
39            alert("player and computer value is 'rock'+"\n Draw !! Try Again");
40          }
41          else{
42            playerValue++;
43            alert(" player value is 'rock' "+" \n computer value is 'scissor'+"\n Player WINS");
44          }
45        }else if(pValue==2){
46          if(randValue ==3){
47            computerValue++;
48            alert(" player value is 'paper' "+" \n computer value is 'scissor'+"\n Computer WINS");
49          }else if(randValue==2){
50            alert("player and computer value is 'paper'+"\n Draw !! Try Again");
51          }
52          else{
53            playerValue++;
54            alert(" player value is 'paper' "+" \n computer value is 'rock'+"\n Player WINS");
55          }
56        }else{
57          if(randValue ==1){
58            computerValue++;
59            alert(" player value is 'scissor' "+" \n computer value is 'rock'+"\n Computer WINS");
60          }else if(randValue==3){
61            alert("player and computer value is 'scissor'+"\n Draw !! Try Again");
62          }
63          else{
64            playerValue++;
65            alert(" player value is 'scissor' "+" \n computer value is 'paper'+"\n Player WINS");
66          }
67        }
68        // this document tag with id is used to update the value on html page
69        document.getElementById("cValue").innerHTML=computerValue;
70        document.getElementById("pValue").innerHTML=playerValue;
71      }
72    </script>
73  </body>
74 </html>
```

### Bootstrap Snippet:

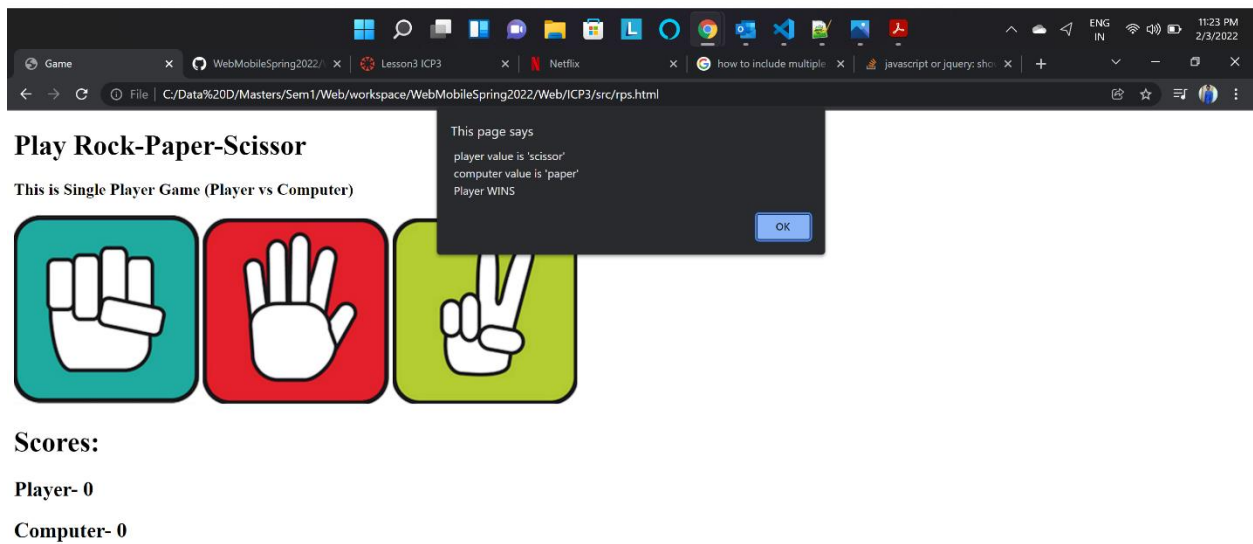
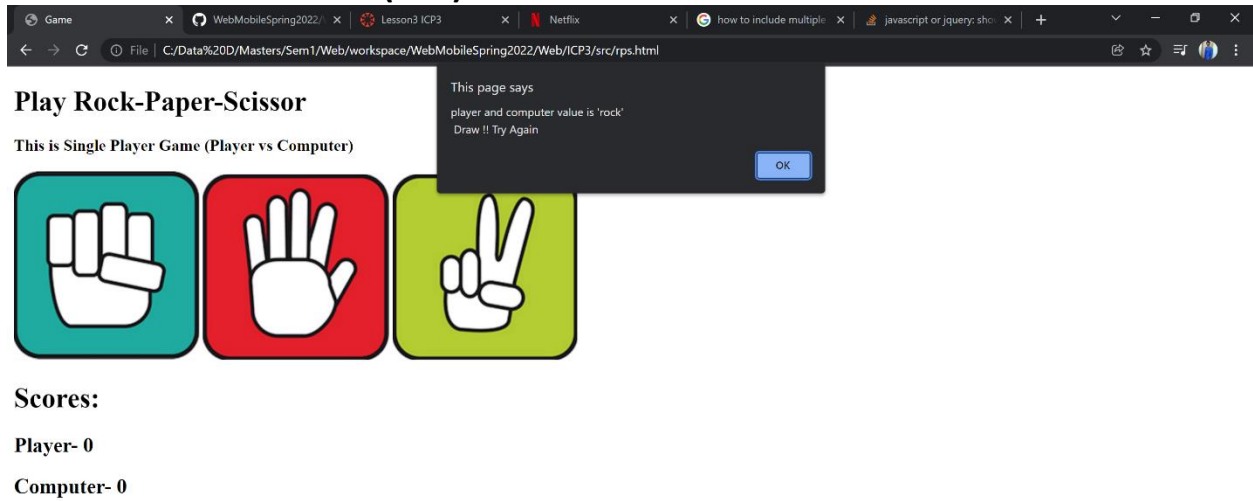
```
File Edit Selection View Go Run Terminal Help
input.html - Visual Studio Code

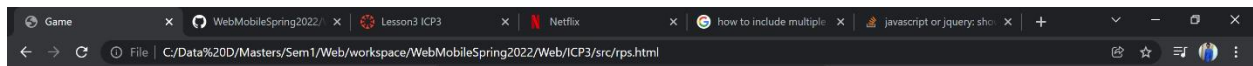
rps.html U input.html U X input.css U

ICP3 > src > input > input.html > html > body > div.container > div
1 <!DOCTYPE html>
2
3 <!--
4 TODO:
5 1.Enter your name in h1 and designation in h3
6 2.Replace all the placeholder images with suitable images of the same size reflecting you and your projects.Feel free to use the sample images provided
7 3.Replace the content of headings App1,App2,App3,App4 with suitable headings of your projects & provide their github links in the corresponding links
8 4.Make all the elements in the page responsive & align its content as shown in the output sample with the aforementioned using bootstrap
9
10 -->
11
12 <html lang="en">
13
14 <head>
15     <title>Bootstrap task</title>
16     <!-- <meta content="text/html; charset=windows-1252" http-equiv="Content-Type"> -->
17     <!-- Required meta tags -->
18     <meta charset="utf-8">
19     <meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">
20
21     <!-- Bootstrap CSS -->
22     <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.3.1/css/bootstrap.min.css"
23         integrity="sha384-ggOyR0iXCbMQV3Iipma34MD+dH/1fQ784/j6cY/IjTQOHCW7x9Jv0R12M2w1T" crossorigin="anonymous">
24     <!-- input.css file -->
25     <link href="input.css" rel="stylesheet" />
26 </head>
27
28 <body>
29     <!-- Optional JavaScript -->
30     <!-- jQuery first, then Popper.js, then Bootstrap JS -->
31     <script src="https://code.jquery.com/jquery-3.3.1.slim.min.js"
32         integrity="sha384-q81/X+96SDz08rT7abK41JSTQIAqVgRvzpbz05smXKp4YfRvH+8abTTE1P6jizo"
33         crossorigin="anonymous"></script>
34     <script src="https://cdn.jsdelivr.cloudflare.com/ajax/libs/popper.js/1.14.7/umd/popper.min.js"
35         integrity="sha384-U02eT0CpQhd5SjQ6h7Jy5KvPhzWj9MO1cHTMga3DZwrnQq4sF86dIHNDz0W1"
36         crossorigin="anonymous"></script>
37     <script src="https://stackpath.bootstrapcdn.com/bootstrap/4.3.1/js/bootstrap.min.js"
38         integrity="sha384-JsSmVgyd0p3rB1R1b2ZUAYoIy60QvRjIEaFf/nGzIxFSdF4x0x1M+B07jRM"
39         crossorigin="anonymous"></script>
40
41     <!-- Bootstrap Container -->
42     <div class="container">
43         <!-- Div tag with bootstrap class row -->
44         <div class="row">
45             <!-- Bean Image and specifying the columns based upon the size of the screen -->
46             <div class="col-lg-8 col-md-8 col-sm-8 col-xs-8"></div>
48             <!-- div tag consists of remaining columns for the intro based on the resolution of screen size-->
49             <div class="col-lg-4 col-md-4 col-sm-4 col-xs-4">
50                 <!-- h1 tag consists of name of the student -->
51                 <h1 class="float-right pt-4">Srikanth Gollapudi</h1>
52                 <!-- h3 tag consists of designation of the student -->
53                 <h3 class="float-right">FullStack Developer</h3>
54             </div>
55         </div>
56         <hr>
57         <div>
58             <!-- Image tag consists of base image which is of responsive with bootstrap class img-fluid -->
59             
60         </div>
61         <div>
62             <h2>Featured Work </h2>
63         </div>
64         <div>
65             <!-- row for set of images -->
66             <div class="row">
67                 <!-- dividing the columns based on the screen resolution which is of responsive -->
68                 <div class="col-lg-4 col-md-6 col-sm-8 col-xs-12">
69                     
70                     <h3>APPIFY</h3>
71                     <p><a href="#">https://github.com/kvxc5/Appify</a></p>
72                 </div>
73                 <div class="col-lg-4 col-md-6 col-sm-8 col-xs-12">
74                     
75                     <h3>SUNFLOWER</h3>
76                     <p><a href="#">https://github.com/kvxc5/Sunflower</a></p>
77                 </div>
78                 <div class="col-lg-4 col-md-6 col-sm-8 col-xs-12">
```



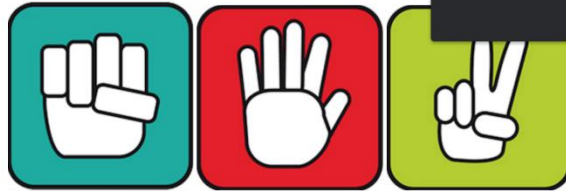
## Task Screenshots: Game(RPS)





## Play Rock-Paper-Scissor

This is Single Player Game (Player vs Computer)



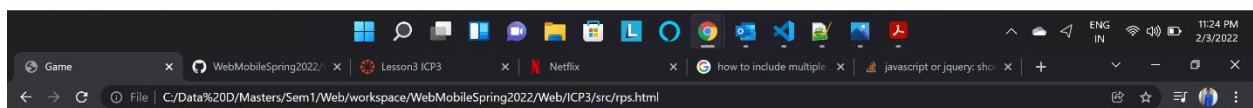
This page says  
player value is 'paper'  
computer value is 'rock'  
Player WINS

OK

**Scores:**

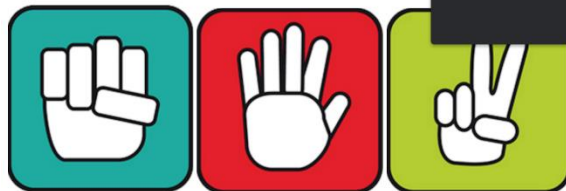
Player- 1

Computer- 0



## Play Rock-Paper-Scissor

This is Single Player Game (Player vs Computer)



This page says  
player value is 'rock'  
computer value is 'paper'  
Computer WINS

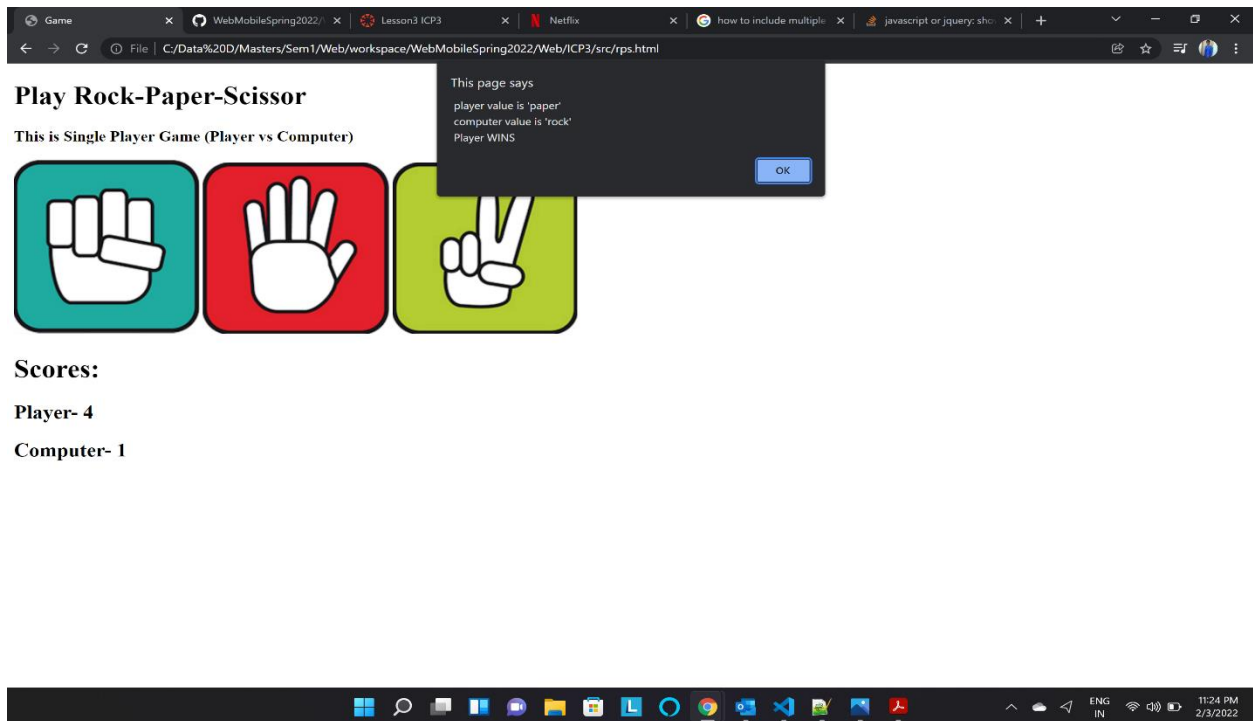
OK

**Scores:**

Player- 4

Computer- 0





**Responsive web page Screenshots:** taken this using Chrome F11 Mode



**Srikanth Gollapudi**

FullStack Developer



Featured Work



**APPIFY**

<https://github.com/kvxc5/Appify/>



**SUNFLOWER**

<https://github.com/kvxc5/Sunflower/>



**BOKEH**

<https://github.com/kvxc5/Bokeh/>



## Verifying the responsiveness on various resolutions.

