

# Volleyball Scoreboard Manual (JavaScript Version)

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## Usage

1. Click the **Team A + / Team B +** button in each team block to add a point.
2. If a team scores while not serving, the code performs a clockwise rotation via `team.push(team.shift())` and switches the server.
3. The **Swap Serve** button (enabled only at 0-0) lets you manually toggle the serving team.
4. Click **Undo** to revert to the previous state, restoring score, rotation, server, set count, and team names.
5. Click **Reset** to return to the initial state (0-0 score, initial rotation, Team A serving, set 1).
6. Click on the team name, set count, or player number to edit via `prompt()`.

## Data Structures

- **teamA, teamB** (Array of strings):  
Arrays of jersey numbers. `team[0]` is the server position.
- **teamAPos, teamBPos** (Array of `[row, col]`):  
Coordinates for CSS Grid `grid-row` / `grid-column`. The index order matches the rotation order.
- **serverTeam** (string): "A" or "B".
- **scoreA, scoreB** (number): Each team's score.
- **setCount** (number): Current set number.
- **history** (Array of objects):  
Stack of states for undo, including score, rotation, serverTeam, setCount, team names.

## Process Flow

1. **addPoint(team):**
  - Calls `saveState()` to push the current state onto `history`.
  - If `serverTeam === team`, increments score by 1.
  - Otherwise, increments score, rotates the array (`team.push(team.shift())`), sets `serverTeam = team`.
  - Calls `render()` to update the UI.
2. **undo():**
  - Pops the last state from `history` and restores variables, then calls `render()`.
3. **swapServe():**
  - Toggles `serverTeam` only when `scoreA === 0 && scoreB === 0`.
4. **resetGame():**
  - Resets arrays to initial, scores to 0, `serverTeam = "A"`, `setCount = 1`, clears `history`, calls `render()`.
5. **Editing:**
  - Uses `prompt()` to edit team name, set count, or player number.