



DEPARTMENT OF COMPUTER STUDIES  
ITEC 106 – IT ELECTIVE 2 ( WEB SYSTEM AND TECHNOLOGIES 2)

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Assignment No : 2	Submission Date : March 23, 2024
Assignment Title: Rock-Paper-Scissors	

Code :

## HTML and JS FILE

```

1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>Document</title>
7   <link rel="stylesheet" href="style.css">
8 </head>
9 <body>
10
11   <h1>Rock - Paper - Scissors</h1>
12
13   <div class="choices">
14     <button onclick="playGame('rock')">🪨</button>
15     <button onclick="playGame('paper')">🪻</button>
16     <button onclick="playGame('scissors')">✂️</button>
17   </div>
18
19   <div id="playerDisplay">PLAYER: </div>
20   <div id="computerDisplay">COMPUTER: </div>
21   <div id="resultDisplay"></div>
22
23   <div class="scoreDisplay">Player Score:
24     <span id="playerScoreDisplay">0</span>
25   </div>
26
27   <div class="scoreDisplay">Computer Score:
28     <span id="computerScoreDisplay">0</span>
29   </div>
30
31   <script src="batopick.js"></script>
32 </body>
33 </html>
34
35

```

```

1 const choices = ["rock", "paper", "scissors"];
2 const playerDisplay = document.getElementById("playerDisplay");
3 const computerDisplay = document.getElementById("computerDisplay");
4 const resultDisplay = document.getElementById("resultDisplay");
5 const playerScoreDisplay = document.getElementById("playerScoreDisplay");
6 const computerScoreDisplay = document.getElementById("computerScoreDisplay");
7 let playerScore = 0;
8 let computerScore = 0;
9
10 function playGame(playerChoice){
11
12   const computerChoice = choices[Math.floor(Math.random() * 3)];
13   let result = "";
14
15   if(playerChoice === computerChoice){
16     result = "IT'S A TIE!";
17   }
18   else{
19     switch(playerChoice){
20       case "rock":
21         result = (computerChoice === "scissors") ? "YOU WIN!" : "YOU LOSE!";
22         break;
23       case "paper":
24         result = (computerChoice === "rock") ? "YOU WIN!" : "YOU LOSE!";
25         break;
26       case "scissors":
27         result = (computerChoice === "paper") ? "YOU WIN!" : "YOU LOSE!";
28         break;
29     }
30   }
31
32   playerDisplay.textContent = `PLAYER: ${playerChoice}`;
33   computerDisplay.textContent = `Computer: ${computerChoice}`;
34   resultDisplay.textContent = result;
35
36   resultDisplay.classList.remove("greenText", "redText");
37
38   switch(result){
39     case "YOU WIN!":
40       resultDisplay.classList.add("greenText");
41       playerScore++;
42       playerScoreDisplay.textContent = playerScore;
43       break;
44     case "YOU LOSE!":
45       resultDisplay.classList.add("redText");
46       computerScore++;
47       computerScoreDisplay.textContent = computerScore;
48       break;
49   }
50 }

```

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Cavite State University shall provide excellent, equitable and relevant educational opportunities in the arts, sciences and technology through quality instruction and responsive research and development activities.

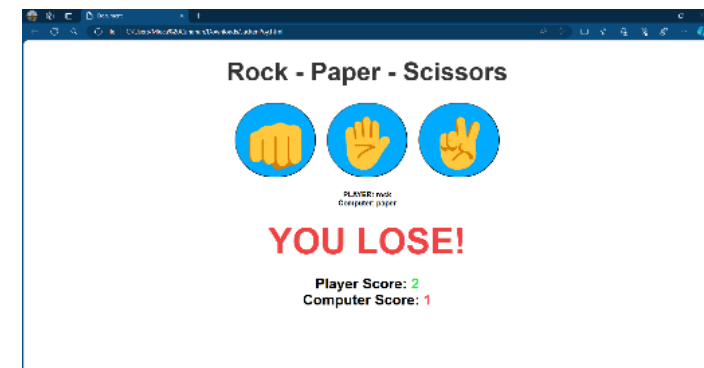
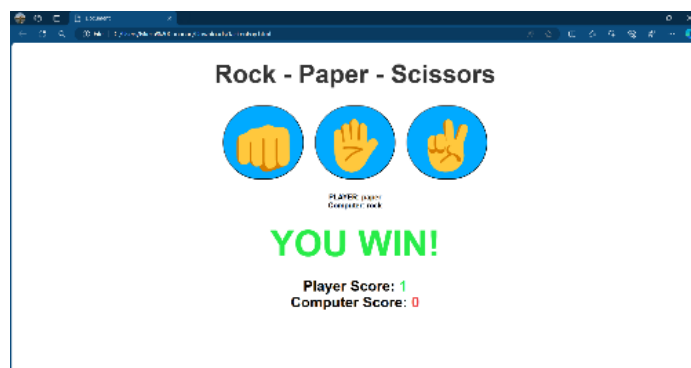
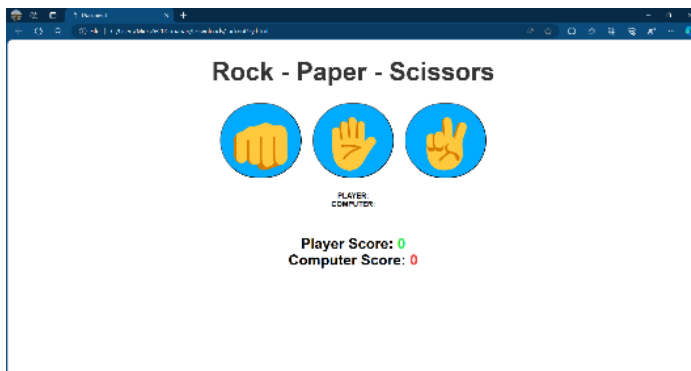
It shall produce professional, skilled and morally upright individuals for global competitiveness.

## DEPARTMENT OF COMPUTER STUDIES ITEC 106 – IT ELECTIVE 2 ( WEB SYSTEM AND TECHNOLOGIES 2)

### CSS FILE

```
1 body{
2   font-family: Arial, sans-serif;
3   font-weight: bold;
4   margin: 0;
5   display: flex;
6   flex-direction: column;
7   align-items: center;
8 }
9 h1{
10  font-size: 3.5rem;
11  color: hsl(0, 0%, 20%);
12 }
13 .choices{
14   margin-bottom: 30px;
15 }
16 .choices button{
17   font-size: 1.5rem;
18   min-width: 160px;
19   margin: 0 10px;
20   border-radius: 250px;
21   background-color: hsl(200, 100%, 50%);
22   cursor: pointer;
23   transition: background-color 0.5s ease;
24 }
25 .choices button:hover{
26   background-color: hsl(200, 100%, 70%);
27 }
28 #playerDisplay, #computerDisplay{
29   font-size: 2.5rem;
30 }
31 #resultDisplay{
32   font-size: 5rem;
33   margin: 30px 0;
34 }
35 .scoreDisplay{
36   font-size: 2rem;
37 }
38 .greenText, #playerScoreDisplay{
39   color: hsl(130, 84%, 54%);
40 }
41 .redText, #computerScoreDisplay{
42   color: hsl(0, 84%, 68%);
43 }
44 
```

### SCREENSHOT



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#### Dictionary:

*// List keywords, tags, or methods that are new to you and explain how they are used in the code.*

*// atleast 5 tag, methods or keyword*

#### Example :

- **resultDisplay.classList.remove** - used to clear any styling applied to the result display element before updating it with the outcome of the game.
- **resultDisplay.classList.add("greenText");** - When the result of the game is "YOU WIN!", the text displayed in the resultDisplay element is styled with the "greenText" class to indicate a winning outcome for the player. This way, the result is visually highlighted to the user.
- **function** - Simulates one round of the game "rock, paper, scissors" based on the player's choice, compares it with a randomly generated computer choice, updates the display, and tracks scores.