



# Frontender[1.0] JavaScript - Dice game. Приложение "Игра в кости"

<a href="https://youtu.be/1St3y5OhTlc">YouTube</a>	<a href="https://youtu.be/1St3y5OhTlc">https://youtu.be/1St3y5OhTlc</a>
<a href="https://t.me/Dmitry_Kolotilshikov">Telegram</a>	<a href="https://t.me/Dmitry_Kolotilshikov">https://t.me/Dmitry_Kolotilshikov</a>
<a href="https://github.com/DmitryKolotilshikov/">Github</a>	<a href="https://github.com/DmitryKolotilshikov/">https://github.com/DmitryKolotilshikov/</a>
<a href="https://boosty.to/dmitry_ko">Boosty</a>	<a href="https://boosty.to/dmitry_ko">https://boosty.to/dmitry_ko</a>
# Номер урока	37



## Приложение "Игра в кости"

**ссылка на фигму (кубики):** <https://www.figma.com/design/PIDoNGCvdcZ1Gkr7tAG2HU/My-Icons?node-id=0-1&node-type=canvas&t=gcCDlwJnaiib9jh2-0>

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <script src="script.js" defer></script>
  <link rel="stylesheet" href="styles.css">
  <title>Dice game</title>
</head>
<body>
  <h1 data-game-info></h1>
  <button class="action-btn" data-action-btn>бросить кости</button>
  <div class="container" data-container></div>
</body>
</html>
```

```
* {
  box-sizing: border-box;
}

h1, body {
  margin: 0;
  text-align: center;
```

```

}

body {
  padding: 2em 0 0 0;
  font-family: 'Segoe UI', Tahoma, Geneva, Verdana, sans-serif;
  background: linear-gradient(0deg, rgba(254,218,158,1) 14%, rgba(249,249,249,1) 100%);
  min-height: 100vh;
}

.action-btn {
  margin: 30px 0 0 0;
  width: 200px;
  height: 35px;
  text-transform: uppercase;
  font-size: 16px;
  border-radius: 5px;
}

.container {
  margin: 150px auto 0;
  max-width: 600px;
  width: 100%;
  display: flex;
  justify-content: center;
  align-items: center;
  gap: 50px;
}

.dice {
  width: 180px;
  height: 180px;
}

.dice-red {
  fill: #E98B8B;
}

.dice-blue {
  fill: #449fcc;
}

```

```

<svg display="none"
  xmlns="http://www.w3.org/2000/svg">
  <symbol viewBox="0 0 80 80" id="dice-1-icon">
    <rect width="80" height="80" rx="10"/>
    <circle cx="40.5" cy="40.5" r="6.5" fill="white"/>
  </symbol>

  <symbol viewBox="0 0 80 80" id="dice-2-icon">
    <rect width="80" height="80" rx="10"/>
    <circle cx="58.5" cy="58.5" r="6.5" fill="white"/>
    <circle cx="22.5" cy="22.5" r="6.5" fill="white"/>
  </symbol>

  <symbol viewBox="0 0 80 80" id="dice-3-icon">
    <rect width="80" height="80" rx="10"/>
    <circle cx="58.5" cy="58.5" r="6.5" fill="white"/>
    <circle cx="40.5" cy="40.5" r="6.5" fill="white"/>
    <circle cx="22.5" cy="22.5" r="6.5" fill="white"/>
  </symbol>

```

```

</symbol>

<symbol viewBox="0 0 80 80" id="dice-4-icon">
  <rect width="80" height="80" rx="10"/>
  <circle cx="22.5" cy="55.5" r="6.5" fill="white"/>
  <circle cx="56.5" cy="55.5" r="6.5" fill="white"/>
  <circle cx="56.5" cy="25.5" r="6.5" fill="white"/>
  <circle cx="22.5" cy="25.5" r="6.5" fill="white"/>
</symbol>

<symbol viewBox="0 0 80 80" id="dice-5-icon">
  <rect width="80" height="80" rx="10"/>
  <circle cx="16.5" cy="55.5" r="6.5" fill="white"/>
  <circle cx="64.5" cy="55.5" r="6.5" fill="white"/>
  <circle cx="64.5" cy="25.5" r="6.5" fill="white"/>
  <circle cx="16.5" cy="25.5" r="6.5" fill="white"/>
  <circle cx="40.5" cy="40.5" r="6.5" fill="white"/>
</symbol>

<symbol viewBox="0 0 80 80" id="dice-6-icon">
  <rect width="80" height="80" rx="10"/>
  <circle cx="40.5" cy="55.5" r="6.5" fill="white"/>
  <circle cx="16.5" cy="55.5" r="6.5" fill="white"/>
  <circle cx="64.5" cy="55.5" r="6.5" fill="white"/>
  <circle cx="64.5" cy="25.5" r="6.5" fill="white"/>
  <circle cx="16.5" cy="25.5" r="6.5" fill="white"/>
  <circle cx="40.5" cy="25.5" r="6.5" fill="white"/>
</symbol>
</svg>

```

```

const generateRandomNumber = () => Math.ceil(Math.random() * 6);

const container = document.querySelector("[data-container]");
const gameInfo = document.querySelector("[data-game-info]");
const actionBtn = document.querySelector("[data-action-btn]");

actionBtn.addEventListener("click", () => {
  render();
})

const render = () => {
  const player1 = generateRandomNumber();
  const player2 = generateRandomNumber();

  container.innerHTML = "";

  container.insertAdjacentHTML("afterbegin", `
    <svg class="dice dice-red">
      <use href="sprites.svg#dice-${player1}-icon"></use>
    </svg>
    <svg class="dice dice-blue">
      <use href="sprites.svg#dice-${player2}-icon"></use>
    </svg>
  `)

  if (player1 === player2) {
    gameInfo.textContent = "НИЧЬЯ!";
  }
}

```

```
        gameInfo.style.color = "#000";
    }
    else if (player1 > player2) {
        gameInfo.textContent = "Победил игрок 1";
        gameInfo.style.color = "#E98B8B";
    }
    else {
        gameInfo.textContent = "Победил игрок 2";
        gameInfo.style.color = "#449fcc";
    }
}

render();
```