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<!DOCTYPE html>
<html>

<!--
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  Class COMP105
  Project: Virtual Pet Enhancement
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-->

<head>
<title>Virtual Pet</title>

<script type="text/javascript">

    function showTime()
    {
        document.getElementById('timeP').innerHTML = Date();
    }
    setInterval("showTime()", 1000);

    function initialize()
    {
        counter.value= 0;
        state.value = "Calm";
        setInterval("updatestate()", 1000); //This would call a function evey 1000
millisec
        updatestate();
    }
    /**
    function initialize()
    {
        counter.value= 0;
        state.value = "Calm";
        setInterval("updatestate()", 1000); //This would call a function evey 1000
millisec
        doIt();
    }

    function updatestate() //This would change the value of the number added to the
counter textbox
    {
        counter.value ++;
        //if function to be added , based on probability and current state.
        //now update action and sound to match new state
        //var randomVal = Math.random();
        doIt();
    }

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    }
    */
    function updatestate() //This would change the value of the number added to the
    counter textbox
    {
        //if function to be added , based on probability and current state.
        //now update action and sound to match new state
        //var randomVal = Math.random();
        if(paused == false)
        counter.value ++;
        doIt();
        var randomVal2 = Math.random();
        if( state.value == "Happy" && randomVal2 < 0.4 )
            state.value = "Angry";
    }

    //This function will display the action and sound tht match the current state
    function doIt ()
    {
        if ( state.value == "Happy" )
        {
            petAction.value = "Woof woof";
            document.getElementById('picture').src = "download1.jpg";
        }
        else if ( state.value == "Angry" )
        {
            petAction.value = "Snarl";
            document.getElementById('picture').src = "download2.jpeg";
        }
        else if ( state.value == "Depressed" )
        {
            petAction.value = "Snoring";
            document.getElementById('picture').src = "download0.jpeg";
        }
        else if ( state.value == "Calm" )
        {
            petAction.value = "Napping";
            document.getElementById('picture').src = "download3.jpeg";
        }
        else if( state.value == "Silent")
        {
            petAction.value = "Flexxing out";
            document.getElementById('picture').src = "download4.jpeg";
        }
        else{ // state.value is neither hungry nor asleep
            petAction.value = "Quiet";
            document.getElementById('picture').src = "download5.jpeg";
        }
    }

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}  
}
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function Pat()  
{  
  var randomVal = Math.random();  
  if ( state.value == "Calm" && randomVal < 0.4)  
  {  
    state.value = "Happy";  
    doIt();  
  }  
  else if ( state.value == "Calm" && randomVal > 0.4)  
  {  
    state.value = "Provoked";  
    doIt();  
  }  
  else if ( state.value == "Happy" && randomVal < 0.2)  
  {  
    state.value = "Provoked";  
    doIt();  
  }  
  else if ( state.value == "Happy" && randomVal > 0.2)  
  {  
    state.value = "Calm";  
    doIt();  
  }  
  else if ( state.value == "Angry" )  
  {  
    state.value = "Calm";  
    doIt();  
  }  
}
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function Ignore()  
{  
  var randomVal1 = Math.random();  
  if ( state.value == "Happy")  
  {  
    state.value = "Depressed";  
    doIt();  
  }  
  else if ( state.value == "Depressed" && randomVal1 < 0.2 )  
  {  
    state.value = "Provoked";  
    doIt();  
  }  
  else if ( state.value == "Depressed" && randomVal1 > 0.2)  
  {  

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        state.value = "Angry";
        doIt();
    }
    else if ( state.value == "Provoked" && randomVal1 > 0.3)
    {
        state.value = "Silent";
        doIt();
    }
    else if ( state.value == "Provoked" && randomVal1 < 0.3)
    {
        state.value = "Angry";
        doIt();
    }
}

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var paused = false;

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function pause()
{
    if( paused == false)
    {
        paused = true;
        pat.disabled = true;
        ignore.disabled = true;
        muter.value = "Resume";
        updatestate.disabled = true;
        initialize.disabled = true;
        counter.disabled = true;
    }
    else if( paused == true)
    {
        paused = false;
        pat.disabled = false;
        ignore.disabled = false;
        muter.value = "Pause";
        updatestate.disabled = false;
        initialize.disabled = false;
        counter.disabled = false;
    }
}

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function visibility()
{
    if(counter.style.visibility == "visible")
    {
        counter.style.visibility = "hidden";
        state.style.visibility = "hidden";
    }
}

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    petAction.style.visibility = "hidden";
    petSound.style.visibility = "hidden";
}
else
{
    counter.style.visibility = "visible";
    state.style.visibility = "visible";
    petAction.style.visibility = "visible";
    petSound.style.visibility = "visible";
}
}

</script>
</head>

<body onload="initialize()"> <!--the initialize() is the function initialization name
that will be given-->
<!--the tag onload will immediately execute the function stated in the dub bracket to
appear on the webpage-->
    <br>
    <h1>Date and Time is:</h1>
    <p id="timeP">
        &nbsp;
    </p>

    <H2>
    <FONT style="color:#009966;">Tralfaz, the Wonder Dog</FONT>
    </H2>
    <center><div class="center"> </div></center>

    <center><P>
        <label for="petAction">Pet Movement: </label>
        <input TYPE=text ID=petAction SIZE=35>
    </p></center>

    <center><P>
        <label for="petSound">Pet Sound </label>
        <input TYPE=text ID=petSound SIZE=35>
    </p></center>

    <center><P>
        <label for="counter">Counter: </label>
        <input TYPE=text ID=counter SIZE=35> <!-- This would add a box for adding
a counter for the seconds the pet will chnge states-->
    </p>

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        <label for="state">State: </label>
        <input TYPE=text ID=state SIZE=35>  <!-- This would add a box for addinng a
counter for the seconds the pet will chnge states-->
    </p></center>

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<center><P>
    <input type=button id="pat" value="Pat the dog" onclick = "Pat()" >
    <input type=button id="ignore" value="Ignore the dog" onclick="Ignore()">
</p></center>

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        <input type="button" name="Pause" id="muter" value="Pause" onclick="pause()"
><label for="muter">Pause/Resume</label></div>

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        <input type="button" name="Visible" id="visible" value="Visible"
onclick="visibility()" ><label for="visible">Visibility</label></div>
</body>

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</html>

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State diagram:

