<!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();

}

\*/

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";

petSound.value = "Hehe";

document.getElementById('picture').src = "download1.jpg";

}

else if ( state.value == "Angry" )

{

petAction.value = "Snarl";

petSound.value = "GRRR";

document.getElementById('picture').src = "download2.jpeg";

}

else if ( state.value == "Depressed" )

{

petAction.value = "Snoring";

petSound.value = "sigh";

document.getElementById('picture').src = "download0.jpeg";

}

else if ( state.value == "Calm" )

{

petAction.value = "Napping";

petSound.value = "zZz zZz";

document.getElementById('picture').src = "download3.jpeg";

}

else if( state.value == "Silent")

{

petAction.value = "Flexxing out";

petSound.value = "...";

document.getElementById('picture').src = "download4.jpeg";

}

else if( state.value == "Provoked")

{

petAction.value = "Biting";

petSound.value = " woof woof";

document.getElementById('picture').src = "download6.jpeg";

}

else{ // state.value is neither hungry nor asleep

petAction.value = "Quiet";

petSound.value = " ";

document.getElementById('picture').src = "download5.jpeg";

}

}

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();

}

else if ( state.value == "Quiet" )

{

state.value = "Happy";

doIt();

}

}

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)

{

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 = "Quiet";

doIt();

}

}

var paused = false;

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;

}

}

function visibility()

{

if(//visible == true

counter.style.visibility == "visible")

{

counter.style.visibility = "hidden";

state.style.visibility = "hidden";

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 Initilization 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"><img id="picture" src="download0.jpeg" height=125 align=middle> </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 addinng a counter for the seconds the pet will chnge states-->

</p>

<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>

<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>

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

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

</body>

</html>