

/*

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*/

```
var app = {  
  // Application Constructor  
  initialize: function() {  
    document.addEventListener('deviceready', this.onDeviceReady.bind(this),  
    false);  
  },  
  
  // deviceready Event Handler  
  //  
  // Bind any cordova events here. Common events are:  
  // 'pause', 'resume', etc.
```

```
onDeviceReady: function() {  
  this.receiveEvent('deviceready');  
},
```

```
// Update DOM on a Received Event  
receiveEvent: function(id) {  
  var parentElement = document.getElementById(id);  
  var listeningElement = parentElement.querySelector('.listening');  
  var receivedElement = parentElement.querySelector('.received');
```

```
  listeningElement.setAttribute('style', 'display:none;');  
  receivedElement.setAttribute('style', 'display:block;');
```

```
  console.log('Received Event: ' + id);  
}  
};
```

```
app.initialize();
```

```
//Tap and long tap detection initialization  
var detectionRange = window.self;  
var mc = new Hammer(detectionRange);  
mc.add(new Hammer.Tap());  
mc.add(new Hammer.Press({  
  event: 'press',  
  pointer: 1,  
  threshold: 9,  
  time: 500,  
}));
```

```
// listen to events...  
mc.on("tap pressup press", function(ev) {  
  console.log(ev.type);  
});
```

```
mc.on("tap", function(ev){  
  tap();  
})
```

```
mc.on("press", function(ev){  
  init();  
})
```

```

//Helper Functions
function toMinute(time) {
  var minute = Math.floor(time / 60);
  var seconds = Math.floor(time % 60);
  return minute + " : " + seconds;
}

function vibrate(value) {
  // enable vibration support
  navigator.vibrate = navigator.vibrate || navigator.webkitVibrate ||
  navigator.mozVibrate || navigator.msVibrate;

  if (navigator.vibrate) {
    navigator.vibrate(value);
  }
}

function init() {
  $(document).ready(function() {
    time = 0;
    currentTally = 0;
    timerOn = false;
    tapInnefective = false;
    $("body").css("background", "#990000");

```

```

    $("#time").html(toMinute(0));

    $("#tally0").html(0);
    $("#tally1").html(0);
    $("#tally2").html(0);

    $("#currentTally").html(0);

```

```

  });
}

```

```

function tap() {
  if (!timerOn) {
    $("body").css("background", "#0d0a43");
    timerOn = true;
    set = setInterval(startCount, 1000);
  } else if (!tapInnefective) {

```

```
currentTally++;  
$("#currentTally").html(currentTally);  
}  
}
```

```
init();
```

```
function startCount() {  
if (timerOn) {
```

```
    time += 1;  
  
    $(document).ready(function() {  
        $("#time").html(toMinute(time));  
  
        // if (time == 60) {  
        if (time == 10) {  
            vibrate(1000);  
            $("#tally0").html(currentTally);  
            currentTally = 0;  
            $("#currentTally").html(currentTally);  
        // } else if (time == 120) {  
        } else if (time == 20) {  
            vibrate(1000);  
            $("#tally1").html(currentTally);  
            currentTally = 0;  
            $("#currentTally").html(currentTally);  
        // } else if (time == 180) {  
        } else if (time == 30) {  
            vibrate(1000);  
            $("#tally2").html(currentTally);  
            currentTally = 0;  
            $("#currentTally").html(currentTally);  
            tapInnefective = true;  
            $("body").css("background", "#0d0a43");  
            window.clearInterval(set);  
        }  
    });
```

```
}
```

```
}
```