

Project 2 - Solution

Feel free to use the solution for the Project 2.

Rock, Paper Scissor

Game

User

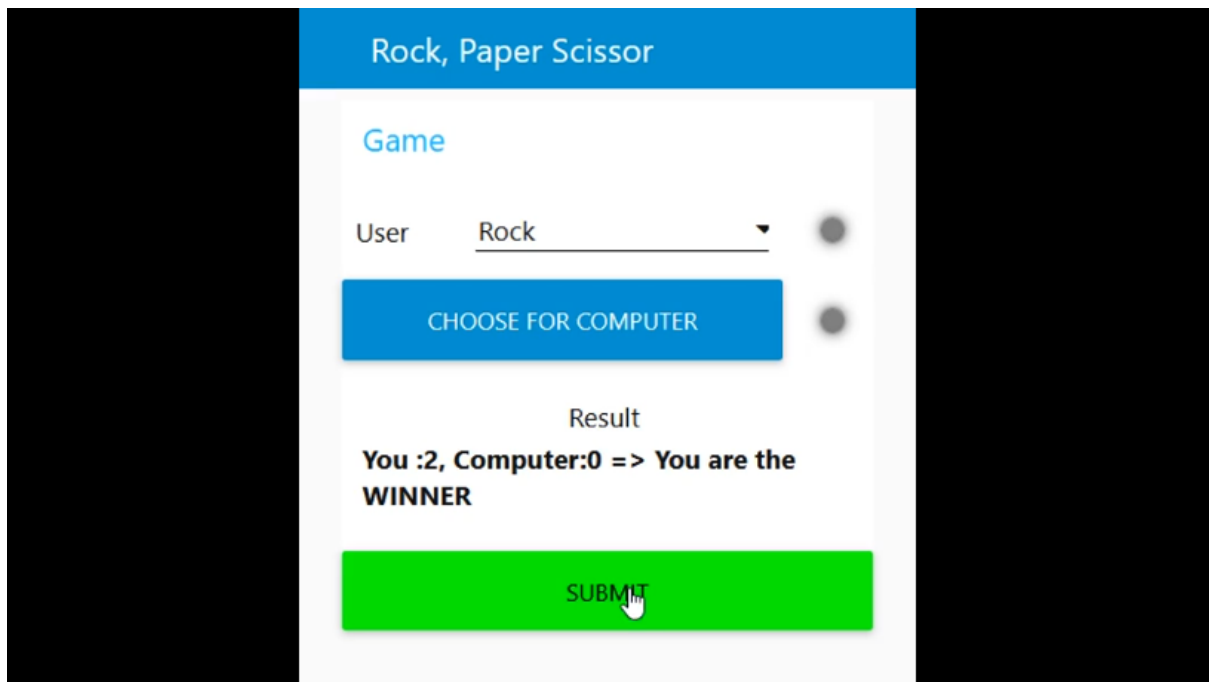
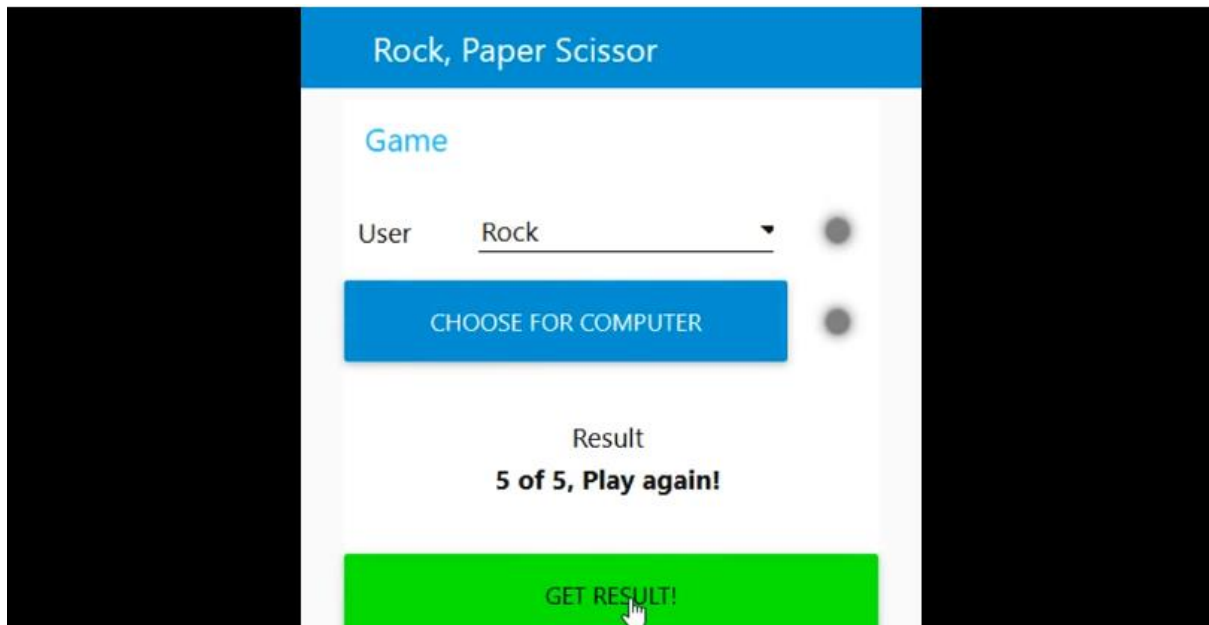
Result
5 of 5, Play again!

Rock, Paper Scissor

Game

User

Result
You :1, Computer:1 => Tie!



Code:

```
[  
  {  
    "id": "d7648a77e57f1f12",  
    "type": "comment",  
    "z": "fa7b1894aeffc3c4",  
    "name": "Rock paper scissor",
```

```
"info": "",
"x": 110,
"y": 1460,
"wires": []
},
{
  "id": "7b299a26db1cbc4f",
  "type": "ui_dropdown",
  "z": "fa7b1894aeffc3c4",
  "name": "",
  "label": "User",
  "tooltip": "",
  "place": "Select option",
  "group": "b5f945ab637f5863",
  "order": 1,
  "width": "5",
  "height": "1",
  "passthru": true,
  "multiple": false,
  "options": [
    {
      "label": "Rock",
      "value": "Rock",
      "type": "str"
    },
    {
      "label": "Paper",
      "value": "Paper",
```

```
      "type": "str"
    },
    {
      "label": "Scissor",
      "value": "Scissor",
      "type": "str"
    }
  ],
  "payload": "",
  "topic": "topic",
  "topicType": "msg",
  "className": "",
  "x": 250,
  "y": 1720,
  "wires": [
    [
      "b4430b68284dbe4a"
    ]
  ]
},
{
  "id": "4b53557497496766",
  "type": "ui_button",
  "z": "fa7b1894aeffc3c4",
  "name": "",
  "group": "b5f945ab637f5863",
  "order": 3,
  "width": "5",
```

```
"height": "1",
"passthru": false,
"label": "Choose for Computer",
"tooltip": "",
"color": "",
"bgcolor": "",
"className": "",
"icon": "",
"payload": "",
"payloadType": "str",
"topic": "topic",
"topicType": "msg",
"x": 300,
"y": 1660,
"wires": [
  [
    "cd40657485b198b0"
  ]
]
},
{
  "id": "cd40657485b198b0",
  "type": "function",
  "z": "fa7b1894aeffc3c4",
  "name": "function 79",
  "func": "msg.payload = Math.floor(Math.random()*3);\nvar x;\nif (msg.payload == 0)\n{\n  msg.payload = 'Rock';\n}\nelse if (msg.payload == 1)\n{\n  msg.payload = 'Paper';\n}\nelse\n{\n  msg.payload = 'Scissor';\n}\nflow.set('computer', msg.payload);\nmsg.payload = true;\nreturn msg;"
```

```
"outputs": 1,
"timeout": 0,
"noerr": 0,
"initialize": "",
"finalize": "",
"libs": [],
"x": 550,
"y": 1660,
"wires": [
  [
    "15145b3e2520cc89"
  ]
],
},
{
  "id": "74c1a41f1bc470c2",
  "type": "ui_text",
  "z": "fa7b1894aeffc3c4",
  "group": "b5f945ab637f5863",
  "order": 5,
  "width": "6",
  "height": "2",
  "name": "",
  "label": "Result",
  "format": "",
  "layout": "col-center",
  "className": "",
  "style": false,
```

```
"font": "Arial,Arial,Helvetica,sans-serif",
"fontSize": "14",
"color": "#000000",
"x": 950,
"y": 1500,
"wires": []
},
{
  "id": "df1461c3e5ca32c8",
  "type": "ui_button",
  "z": "fa7b1894aeffc3c4",
  "name": "",
  "group": "b5f945ab637f5863",
  "order": 6,
  "width": 0,
  "height": 0,
  "passthru": false,
  "label": "",
  "tooltip": "",
  "color": "black",
  "bgcolor": "lime",
  "className": "",
  "icon": "",
  "payload": "",
  "payloadType": "str",
  "topic": "topic",
  "topicType": "msg",
  "x": 530,
```

```
"y": 1580,
"wires": [
  [
    "c79425032d7540f2"
  ]
]
},
{
  "id": "b4430b68284dbe4a",
  "type": "function",
  "z": "fa7b1894aeffc3c4",
  "name": "function 80",
  "func": "flow.set('user',msg.payload);\nmsg.payload = true;\nreturn msg;",
  "outputs": 1,
  "timeout": 0,
  "noerr": 0,
  "initialize": "",
  "finalize": "",
  "libs": [],
  "x": 550,
  "y": 1720,
  "wires": [
    [
      "bb1b75ac9021346d"
    ]
  ]
},
{
```



```
"id": "15145b3e2520cc89",
"type": "ui_led",
"z": "fa7b1894aeffc3c4",
"order": 4,
"group": "b5f945ab637f5863",
"width": "1",
"height": "1",
"label": "",
"labelPlacement": "left",
"labelAlignment": "left",
"colorForValue": [
  {
    "color": "#808080",
    "value": "false",
    "valueType": "bool"
  },
  {
    "color": "#00ff00",
    "value": "true",
    "valueType": "bool"
  }
],
"allowColorForValueInMessage": false,
"shape": "circle",
"showGlow": true,
"name": "",
"x": 1130,
"y": 1660,
```

```
"wires": []  
},  
{  
  "id": "0ba51547b83b6c49",  
  "type": "function",  
  "z": "fa7b1894aeffc3c4",  
  "name": "function 82",  
  "func": "msg.payload = false;\nreturn msg;",  
  "outputs": 1,  
  "timeout": 0,  
  "noerr": 0,  
  "initialize": "",  
  "finalize": "",  
  "libs": [],  
  "x": 950,  
  "y": 1580,  
  "wires": [  
    [  
      "15145b3e2520cc89",  
      "bb1b75ac9021346d"  
    ]  
  ]  
},  
{  
  "id": "c79425032d7540f2",  
  "type": "function",  
  "z": "fa7b1894aeffc3c4",  
  "name": "function 83",
```

```

"func": "var computer = flow.get('computer') || ''; \nvar user = flow.get('user') || ''; \nvar
computerScore = flow.get('computerScore'); \nvar userScore = flow.get('userScore'); \nvar
count = flow.get('count'); \n\nif (count < 5) \n{ \nswitch(computer) \n{ \n  case 'Rock': \n    if
(user === 'Rock') \n    { \n      break; \n    } \n    else if (user === 'Paper') \n    { \n      userScore =
userScore + 1; \n      break; \n    } \n    else if (user === 'Scissor') \n    { \n      computerScore =
computerScore + 1; \n      break; \n    } \n\n    case 'Paper': \n      if (user === 'Paper') { \n
break; \n      } \n      else if (user === 'Scissor') { \n        userScore = userScore + 1; \n
break; \n      } \n      else if (user === 'Rock') { \n        computerScore = computerScore +
1; \n        break; \n      } \n\n    case 'Scissor': \n      if (user === 'Scissor') { \n        break; \n
} \n      else if (user === 'Rock') { \n        userScore = userScore + 1; \n        break; \n      } \n
else if (user === 'Paper') { \n        computerScore = computerScore + 1; \n        break; \n
} \n} \n  count = count + 1; \n  flow.set('count', count); \n  msg.payload = `5 of ${count},
Play again!`; \n  flow.set('count', count); \n  flow.set('computerScore', computerScore); \n
flow.set('userScore', userScore); \n  return msg; \n} \n\nif (count == 5) \n{ \n  if
(userScore > computerScore) \n  { \n    msg.payload = `You :${userScore},
Computer:${computerScore} => You are the WINNER`; \n  } \n  else if (userScore <
computerScore) \n  { \n    msg.payload = `You :${userScore},
Computer:${computerScore} => Computer is the WINNER`; \n  } \n  else \n  { \n
msg.payload = `You :${userScore}, Computer:${computerScore} => Tie!`; \n  } \n  count
= count + 1; \n  flow.set('count', count); \n  return msg; \n} \n\ncount = count +
1; \n\nflow.set('count', count); \n\nreturn msg; \n",

```

```

"outputs": 1,

```

```

"timeout": 0,

```

```

"noerr": 0,

```

```

"initialize": "",

```

```

"finalize": "",

```

```

"libs": [],

```

```

"x": 730,

```

```

"y": 1580,

```

```

"wires": [

```

```

[

```

```

  "74c1a41f1bc470c2",

```

```

  "0ba51547b83b6c49",

```

```

  "470cee0b089d1994"

```

```
    ]
  ]
},
{
  "id": "689a58bcb74f37e5",
  "type": "inject",
  "z": "fa7b1894aeffc3c4",
  "name": "Initialize variables",
  "props": [
    {
      "p": "payload"
    },
    {
      "p": "topic",
      "vt": "str"
    }
  ],
  "repeat": "",
  "crontab": "",
  "once": true,
  "onceDelay": 0.1,
  "topic": "",
  "payload": "",
  "payloadType": "date",
  "x": 130,
  "y": 1500,
  "wires": [
    [
```

```
        "f406095add608db1",
        "470cee0b089d1994"
    ]
]
},
{
    "id": "f406095add608db1",
    "type": "function",
    "z": "fa7b1894aeffc3c4",
    "name": "function 84",
    "func":
    "flow.set('user','');\nflow.set('computer','');\nflow.set('userScore',0);\nflow.set('computerScore',0);\nflow.set('count',0);\nmsg.payload = \"Let's play!\";\nreturn msg;",
    "outputs": 1,
    "timeout": 0,
    "noerr": 0,
    "initialize": "",
    "finalize": "",
    "libs": [],
    "x": 730,
    "y": 1500,
    "wires": [
        [
            "74c1a41f1bc470c2"
        ]
    ]
},
{
    "id": "bb1b75ac9021346d",
```

```
"type": "ui_led",
"z": "fa7b1894aeffc3c4",
"order": 2,
"group": "b5f945ab637f5863",
"width": "1",
"height": "1",
"label": "",
"labelPlacement": "left",
"labelAlignment": "left",
"colorForValue": [
  {
    "color": "#808080",
    "value": "false",
    "valueType": "bool"
  },
  {
    "color": "#00ff00",
    "value": "true",
    "valueType": "bool"
  }
],
"allowColorForValueInMessage": false,
"shape": "circle",
"showGlow": true,
"name": "",
"x": 1130,
"y": 1720,
"wires": []
```

```

},
{
  "id": "470cee0b089d1994",
  "type": "function",
  "z": "fa7b1894aeffc3c4",
  "name": "function 85",
  "func": "var count = flow.get('count') || 0;\nif (count < 5)\n{\n  msg.topic = 'Submit';\n  return msg;\n}\nelse if (count == 5)\n{\n  msg.topic = 'Get result!';\n  return msg;\n}\nelse\n{\n  flow.set('user', '');\n  flow.set('computer', '');\n  flow.set('userScore', 0);\n  flow.set('computerScore', 0);\n  flow.set('count', 0);\n  msg.topic = \"Submit\";\n  return msg;\n}",
  "outputs": 1,
  "timeout": 0,
  "noerr": 0,
  "initialize": "",
  "finalize": "",
  "libs": [],
  "x": 330,
  "y": 1580,
  "wires": [
    [
      "df1461c3e5ca32c8"
    ]
  ]
},
{
  "id": "b5f945ab637f5863",
  "type": "ui_group",
  "name": "Game",

```

```
"tab": "59b3431fe2716354",  
"order": 1,  
"disp": true,  
"width": "6",  
"collapse": false,  
"className": ""  
},  
{  
  "id": "59b3431fe2716354",  
  "type": "ui_tab",  
  "name": "Rock, Paper Scissor",  
  "icon": "dashboard",  
  "order": 6,  
  "disabled": false,  
  "hidden": false  
}  
]
```