let mycars = new Array;

let the\_board;

let aa;

let ans;

let flag;

let red\_car1;

let flagAcsses = true;

//מחלקה של מכונית

class car {

    constructor(id, boardTop, boardLeft, along, across, sumSquares, color) {

        this.id = id;

        this.boardTop = boardTop;

        this.boardLeft = boardLeft;

        this.along = along;

        this.across = across;

        this.sumSquares = sumSquares;

        this.color = color;

    }

}

// מחלקה  של מכונית אדומה שיורשת ממכונית

class red\_car extends car {

    constructor(id, boardTop, boardLeft, along, across, sumSquares, color) {

        super(id, boardTop, boardLeft, along, across, sumSquares, color)

    }

    check\_win = (pos) => {

        pos = parseInt(pos)

        if (pos == the\_board.exitLeft)

            this.goOut();

    }

    //פונקציה שמגיעים אךיה כשהמכונית האדומה יוצאת

    goOut = () => {

        alert("wow!!!!! you did it!")

    }

}

//מחלקת הלוח

class board {

    constructor(cars, slotsize, sumslot, exitLeft) {

        this.cars = cars;

        this.slotsize = slotsize;

        this.sumslot = sumslot;

        this.exitLeft = exitLeft;

    }

    get\_car\_by\_id = (id) => {

        this.cars.forEach((item) => {

            if (item.id == id)

                aa = item;

        })

        return aa;

    }

    place\_is\_avalible = (top, left) => {

        flag = true

        if (top < 100 || top > 600 || left > 1100 || left < 600)

            flag = false;

        console.log(this.cars.length)

        console.log(this.cars)

        this.cars.forEach((item) => {

            console.log(item.color + "\*\*\*\*\*")

            if (item.boardTop == top && item.boardLeft == left)

                flag = false

            let t = item.boardTop

            t = parseInt(t) + 100;

            let t2 = item.boardTop

            t2 = parseInt(t2) + 200;

            let l = item.boardLeft

            l = parseInt(l) + 100;

            let l2 = item.boardLeft

            l2 = parseInt(l2) + 200;

            if (item.along == "1") {

                if (item.sumSquares == "2") {

                    if (t == top && item.boardLeft == left)

                        flag = false;

                }

                else if (item.sumSquares == "3") {

                    if ((t == top || t2 == top) && item.boardLeft == left)

                        flag = false;

                }

            }

            else if (item.across == "1") {

                if (item.sumSquares == "2") {

                    if (item.boardTop == top && l == left)

                        flag = false;

                }

                else if (item.sumSquares == "3") {

                    if ((l == left || l2 == left) && item.boardTop == top)

                        flag = false;

                }

            }

        })

        return flag;

    }

    set\_car\_place = (selected\_car\_object, t, l) => {

        selected\_car\_object.boardTop = t;

        selected\_car\_object.boardLeft = l;

    }

}

//בודקת אם המשתמש מורשה ואם כן היא מפעילה את ביגין גיים(שטוען את הלוח)

okUser = (userList) => {

    let name = document.getElementById("enterName").value

    let password = document.getElementById("password").value

    userList.forEach(item => {

        if (name === item.name && password === item.password) {

            console.log("ok")

            fetch\_boared()

        }

    });

    if (flagAcsses)

      alert(" משתמש לא מורשה")

}

//פונקציה שמביאה את הגיסון של המשתמשים ושולחת לאוקי יוזר

function start() {

    fetch("red\_car\_users.json")

        .then(res => {

            return res.json();

        })

        .then(data => {

            console.log("carArray")

            okUser(data)

        })

        .catch(err => {

            alert(err);

        })

}

fetch\_game = () => {

    fetch("red\_car\_boared.json")

        .then(res => {

            return res.json();

        })

        .then(data1 => {

            console.log("carArray")

            beginGame(data1)

        })

        .catch(err => {

            alert(err);

        })

}

// // new\_game = () => {

// //     let b2 = document.getElementsByTagName("body")[0]

// //     let r\_cars = document.getElementsByClassName("car")

// //     for (let i = 0; i < r\_cars.length; i++) {

// //         b2.removeChild(r\_cars[i])

// //     }

//     fetch\_game();

// }

//מקבל את אוביקט הלוח מהגיסון

fetch\_boared = () => {

    flagAcsses=false;

    if (localStorage.boared\_state == undefined) {

        fetch\_game();

    }

    else {

        let storageB = localStorage.boared\_state

        let storageC = JSON.parse(storageB)

        let d = localStorage.date1

        alert("ברוך שובך מהמקום אשר הפסקת בו בתאריך:" + d)

        beginGame(storageC)

    }

}

//מתחילים לשחק-מימוש לוח ומכוניות

function beginGame(bo) {

    //ביטול הכפתור

    console.log("נכנס לbegingame")

    let a = document.getElementById("enterName")

    a.style.setProperty("display", "none")

    let b = document.getElementById("password")

    b.style.setProperty("display", "none")

    let c = document.getElementsByTagName("button")[0]

    c.style.setProperty("display", "none")

    let n = document.getElementsByTagName("br")[0];

    n.style.setProperty("display", "none")

    let n1 = document.getElementsByTagName("br")[1];

    n1.style.setProperty("display", "none")

    let n2 = document.getElementsByTagName("br")[2];

    n2.style.setProperty("display", "none")

    let n3 = document.getElementsByTagName("br")[3];

    n3.style.setProperty("display", "none")

    set\_selected = (carItem) => {

        let carsBtn = document.getElementsByClassName("car");

        for (let i = 0; i < carsBtn.length; i++)

            carsBtn[i].classList.remove("selected");

        let carBtn = document.getElementById(carItem.id);

        carBtn.classList.add("selected");

    }

    // //אדומה  מימוש המכוניות

    red\_car1 = new red\_car(bo.cars[0].id, bo.cars[0].boardTop, bo.cars[0].boardLeft,

        bo.cars[0].along

        , bo.cars[0].across, bo.cars[0].sumSquares, bo.cars[0].color)

    console.log(red\_car1)

    //מימוש המכוניות בלולאה

    var carArray = bo.cars

    carArray.forEach((item, index) => {

        let trayCar = new car(item.id, item.boardTop, item.boardLeft,

            item.along

            , item.across, item.sumSquares, item.color)

        mycars[index] = trayCar;

        console.log(mycars[index])

        let theCar = document.createElement("button")

        let p = document.getElementsByTagName("body")[0];

        p.appendChild(theCar)

        theCar.classList.add("car");

        var car\_id = trayCar.id;

        theCar.setAttribute("id", car\_id);

        theCar.onclick = () => set\_selected(theCar);

        theCar.style.setProperty("background-color", item.color)

        if (item.along == 1) {

            let height1 = parseInt(item.sumSquares) \* 100;

            height1 = height1 + 'px';

            theCar.style.setProperty("height", height1);

            theCar.style.setProperty("width", "100px");

        }

        else {

            let width1 = parseInt(item.sumSquares) \* 100;

            width1 = width1 + 'px';

            theCar.style.setProperty("height", "100px");

            theCar.style.setProperty("width", width1);

        }

        let left1 = parseInt(item.boardLeft);

        left1 = left1 + 'px'

        theCar.style.setProperty("left", left1)

        let top1 = parseInt(item.boardTop);

        top1 = top1 + 'px'

        theCar.style.setProperty("top", top1)

    });

    //מימוש הלוח

    the\_board = new board([red\_car1, mycars[1], mycars[2],

        mycars[3], mycars[4], mycars[5], mycars[6], mycars[7], mycars[8],

        mycars[9], mycars[10], mycars[11]], bo.slotsize, bo.sumslot, bo.exitLeft)

    console.log(the\_board)

    let drawBoard = document.getElementById("board")

    drawBoard.style.setProperty("background-color", "gray");

    let size = parseInt(bo.slotsize) \* parseInt(bo.sumslot);

    size = size + 'px'

    drawBoard.style.setProperty("height", size);

    drawBoard.style.setProperty("width", size);

    drawBoard.style.setProperty("left", "593px");

    drawBoard.style.setProperty("top", "93px");

    //תמונה של מקום הסיום

    let img\_end = document.getElementById("img\_end")

    img\_end.setAttribute("id", "img\_out");

    let end\_place = document.getElementById("end\_place")

    document.getElementById("img\_out").src = "imgg.png";

    img\_end.style.setProperty("height", "100px");

    img\_end.style.setProperty("width", "50px");

    end\_place.style.setProperty("left", "1200px");

    end\_place.style.setProperty("top", "300px");

}

up = () => {

    let selected\_car = document.getElementsByClassName('selected')[0];

    let selected\_car\_object = the\_board.get\_car\_by\_id(selected\_car.id);

    if (selected\_car\_object.along == "1") {

        let top = selected\_car.style.top;

        top = parseInt(top)

        top = parseInt(top) - 100

        let left = selected\_car.style.left;

        left = parseInt(left);

        //לבדוק אם המקום פנוי

        let is\_avalible = the\_board.place\_is\_avalible(top, left)

        if (is\_avalible) {

            the\_board.set\_car\_place(selected\_car\_object, top.toString(), left.toString())

            top = top + "px"

            selected\_car.style.top = top

            console.log(top)

        }

    }

}

down = () => {

    let selected\_car = document.getElementsByClassName('selected')[0];

    let selected\_car\_object = the\_board.get\_car\_by\_id(selected\_car.id)

    if (selected\_car\_object.along == "1") {

        let top = selected\_car.style.top;

        let left = selected\_car.style.left;

        left = parseInt(left);

        top = parseInt(top)

        top = parseInt(top) + (100 \* parseInt(selected\_car\_object.sumSquares))

        //לבדוק אם המקום פנוי

        let is\_avalible = the\_board.place\_is\_avalible(top, left)

        if (is\_avalible) {

            let top1 = selected\_car\_object.boardTop

            top1 = parseInt(top1) + 100;

            the\_board.set\_car\_place(selected\_car\_object, top1.toString(), left.toString())

            top1 = top1 + "px"

            selected\_car.style.top = top1

            console.log(top1)

        }

    }

}

right = () => {

    let selected\_car = document.getElementsByClassName('selected')[0];

    let selected\_car\_object = the\_board.get\_car\_by\_id(selected\_car.id)

    if (selected\_car\_object.across == "1") {

        let left = selected\_car.style.left;

        left = parseInt(left)

        left = parseInt(left) + (100 \* parseInt(selected\_car\_object.sumSquares))

        let top = selected\_car\_object.boardTop

        top = parseInt(top)

        //לבדוק אם המקום פנוי

        let is\_avalible = the\_board.place\_is\_avalible(top, left)

        if (is\_avalible) {

            let left1 = selected\_car\_object.boardLeft

            left1 = parseInt(left1) + 100;

            the\_board.set\_car\_place(selected\_car\_object, top.toString(), left1.toString())

            left1 = left1 + "px"

            selected\_car.style.left = left1

            console.log(left1)

            if (selected\_car\_object.id === "111")

                red\_car1.check\_win(selected\_car\_object.boardLeft);

        }

    }

}

left = () => {

    let selected\_car = document.getElementsByClassName('selected')[0];

    let selected\_car\_object = the\_board.get\_car\_by\_id(selected\_car.id)

    if (selected\_car\_object.across == "1") {

        let left = selected\_car.style.left;

        left = parseInt(left) - 100

        let top = selected\_car\_object.boardTop

        //לבדוק אם המקום פנוי

        let is\_avalible = the\_board.place\_is\_avalible(top, left)

        if (is\_avalible) {

            the\_board.set\_car\_place(selected\_car\_object, top.toString(), left.toString());

            left = left + "px"

            selected\_car.style.left = left

        }

    }

}

storage = () => {

    let b = JSON.stringify(the\_board)

    localStorage.setItem("boared\_state", b);

    let date = new Date();

    localStorage.setItem("date1", date);

}