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Assignment: Javascript AS2

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var interval;

var currentLap = 0; //initialize the current lap

var bet; //storing the bet horse that player has choosen

var lap; //storing the lap that player has choosen

var amount; //storing the amount that player has bidden

var fund; //final result of the bet(either win or subtract)

var faces = []; //stores the result of the winner

var winner,pos2,pos3,pos4; // determine the the position of horses for the result

var currentAmount = 100; // initialize the current amount

function moveHorseAll(){

var element = document.getElementsByClassName('horse');

var face = document.querySelectorAll('#results .result'); //(Developer.rackspace.com, 2018)

betHorses(); //assign horse name corresponding to bet horse

moveRight();

for (var j = 0; j < 4; j++)

face[j].className = 'result'; //removes all heads from result table

function moveRight() {

for (var i = 0; i < 4; i++) { // moves all the horses one by one

element[i].className = 'horse runRight';

var positionLeft = element[i].offsetLeft;

element[i].style.left = positionLeft + Math.ceil(Math.random() \* 1) + 'px';

if(positionLeft > window.innerWidth\*0.77){ //checking the condition to move Up

clearInterval(interval);

interval = setInterval(moveUp,5);

}

//if the horses crosses this checkpoint, run this conditioon

else if(positionLeft == window.innerWidth-(parseInt(window.innerWidth\*0.703))){

//increases currentLap by 1 by each horse. If four horses passes by, currentLap increases by 4

//in one lap currentLap increases by 4

currentLap = currentLap + 1;

//if currentLap is greater than lap(lap \* 4), run this condition

//this condtion runs only in the last lap

//this condition chooses winner and doesn't run at second 'for' loop

if(currentLap > lap && face[0].className != winner){

winner = element[i].id;

face[0].className = winner; //keeps the wiinner's face in the result table

}

//this condition chooses second position and doesn't run at third 'for' loop

else if(currentLap > lap && face[1].className != pos2){

pos2 = element[i].id;

face[1].className = pos2;

}

//this condition chooses third position and doesn't run at fourth 'for' loop

else if(currentLap > lap && face[2].className != pos3){

pos3 = element[i].id;

face[2].className = pos3;

}

//this condition chooses last position

else if(currentLap > lap){

pos4 = element[i].id;

face[3].className = pos4;

}

//and finally currentLap becomes just greater than 'lap+3'

}

//then enter's to this condition

else if(lap+3 < currentLap){

clearInterval(interval);

if(bet == winner){ // checks the bet from user input and winner from the final result

alert('The winner is ' + winner + '.');

alert('Congratulation! You won the bet.');

currentAmount += amount;

}

else{

alert('The winner is ' + winner + '.');

alert('You lost the bet.');

currentAmount -= amount;

}

fund.innerText = currentAmount; //sets the final amount at fund

for (var i = 0; i < 4; i++)

element[i].className = 'horse standRight'; //stops all the horse as soon as the last horse passes the line

document.getElementById('start').disabled = false; //enables the start button again

reset(); //resets currentLap to 0.

}

}

}

function moveUp() {

for (var i = 0; i < 4; i++) {

element[i].className = 'horse runUp';

var positionTop = element[i].offsetTop;

element[i].style.top = positionTop - Math.ceil(Math.random() \* 1) + 'px';

if (positionTop < window.innerHeight - 655){

clearInterval(interval);

interval = setInterval(moveLeft,9);

}

}

}

function moveLeft() {

for (var i = 0; i < 4; i++) {

element[i].className = 'horse runLeft';

var positionLeft = element[i].offsetLeft;

element[i].style.left = positionLeft - Math.ceil(Math.random() \* 3) + 'px'; //chooses random speed for each of the horses

if (positionLeft < window.innerWidth\*0.045){

clearInterval(interval);

interval = setInterval(moveDown,8);

}

}

}

function moveDown() {

for (var i = 0; i < 4; i++) {

element[i].className = 'horse runDown';

var positionTop = element[i].offsetTop;

element[i].style.top = positionTop + Math.ceil(Math.random() \* 1) + 'px';

if (positionTop > window.innerHeight - 140){

clearInterval(interval);

interval = setInterval(moveRight,1);

}

}

}

}

//setting the the bet Horse to the corresponding horse name. So that, to check the condtion on line 60

function betHorses(){

if(bet == 1) bet = 'horse1';

if(bet == 2) bet = 'horse2';

if(bet == 3) bet = 'horse3';

if(bet == 4) bet = 'horse4';

}

function reset(){ // resets the currentLap to 0, after the game finishes

currentLap = 4;

}

function moveHorse(){

lap = document.getElementById('lap').value\*4;

amount = parseInt(document.getElementById('amount').value);

bet = document.getElementById('bethorse').value;

fund = document.getElementById('funds');

//if user inputs lap less than or equal to 0, alert this message

if (lap <= 0){

alert('Lap should be greater than 0');

}

//if amount is greater than the actual amount, alert this message

else if (currentAmount < amount){

alert('You dont have enough amount.');

}

//is all the condition is satisfied, run 'moveHorseAll' function

else{

this.disabled = true; //disable the start button, after the click

interval = setInterval(moveHorseAll,1);

}

}

function myLoad(){

var start = document.getElementById('start');

start.addEventListener('click',moveHorse); //when clicking on 'start' button run 'moveHorse' function

}

document.addEventListener('DOMContentLoaded',myLoad); //loads myLoad function as soon as page finishes loading