game.js

```javascript
1  let userScore= 0;
2  let compScore= 0;
3
4  const choices = document.querySelectorAll(".choice");
5  const msg = document.querySelector("#msg");
6  const compInput = document.querySelector("#compInput");
7
8  const userScorePara = document.querySelector("#user-score");
9  const compScorePara = document.querySelector("#comp-score")
10 const genCompChoice =() => {
11     // rock , paper , scissor
12 const options = ["ROCK" , "PAPER" , "SCISSORS"];
13 // math has a random func to generate random val btw 0-1
14 // math.floor removes decimal from random
15 const randIdx = Math.floor(Math.random() * 3 );
16 return options[randIdx];
17 };
18 const drawGame =() => {
19     console.log("The game is drawn");
20     msg.innerText = "Match Drawn try again!!";
21     msg.style.backgroundColor= "black";
22 };
23
24 const showWinner = (userWin)=>{
25     if(userWin == true){
26         userScore++;
27         userScorePara.innerText= userScore;
28         console.log("you win");
29         msg.innerText = "YOU WIN :)";
30         msg.style.backgroundColor ="green";
31     }else{
32         compScore++;
33         compScorePara.innerText= compScore;
34         console.log("you lose");
35         msg.innerText = "YOU LOOSE :(";
36         msg.style.backgroundColor= "red";
37     }
38
39 };
40
41
42 const playGame = (userChoice) => {
43     console.log("user choice : ", userChoice);
44     // generate computer input
45     const compChoice = genCompChoice();
46     compInput.innerText= compChoice;
47     console.log(" comp choice :", compChoice);
48   if(userChoice === compChoice){
```

```javascript
49        drawGame();
50    }
51    else{
52        let userWin = true;
53        if(userChoice === "ROCK"){
54            userWin = compChoice === "PAPER" ? false : true ;
55        }else if(userChoice ==="PAPER"){
56            userWin = compChoice === "SCISSORS" ? false : true;
57
58        }else{
59            userWin = compChoice === "ROCK" ? false : true ;
60        }
61        showWinner(userWin);
62        }
63    };


choices.forEach((choice) => {
    choice.addEventListener("click" , () =>{
    const userChoice = choice.getAttribute("id");
    playGame(userChoice);
    });
});
```