

NAME: TERRENCE NGARI

ID: T00728924

COURSE: WEB DESIGN AND DEVELOPMENT

SEMINAR 8 ASSIGNMENT

1. INDEX.HTML FILE

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Rock Paper Scissors</title>
  <link rel="stylesheet" href="styles.css"> <!-- Link to external CSS -->
</head>
<body>
  <h1>Rock Paper Scissors</h1>
  <p>Choose Rock, Paper, or Scissors to play against the computer.</p>
  <div class="button-container">
    <button class="rock" onclick="playGame('rock')">Rock</button>
    <button class="paper" onclick="playGame('paper')">Paper</button>
    <button class="scissors" onclick="playGame('scissors')">Scissors</button>
  </div>
  <p id="result"></p>
  <button id="reset" onclick="resetGame()">Reset</button>

  <script src="script.js"></script> <!-- Link to external JavaScript -->
</body>
</html>
```

2. STYLES.CSS

```
body {
  font-family: Arial, sans-serif;
  text-align: center;
  background-color: #f4f4f9;
  color: #333;
  margin: 0;
  padding: 0;
}

h1 {
  margin-top: 20px;
}

p {
  margin: 10px 0;
}

.button-container {
  margin: 20px;
}

button {
  background-size: cover;
  background-position: center;
  border: 2px solid #ccc;
  border-radius: 10px;
  width: 100px;
  height: 100px;
  margin: 10px;
  cursor: pointer;
}

button:hover {
  transform: scale(1.1);
}

.rock {
  background-image: url('https://example.com/rock.jpg');
}

.paper {
  background-image: url('https://example.com/paper.jpg');
```

```
}

.scissors {
  background-image: url('https://example.com/scissors.jpg');
}

#result {
  margin-top: 20px;
  font-size: 18px;
  font-weight: bold;
}

#reset {
  margin-top: 20px;
  padding: 10px 20px;
  background-color: #007bff;
  color: white;
  border: none;
  border-radius: 5px;
  cursor: pointer;
}

#reset:hover {
  background-color: #0056b3;
}
```

3. SCRIPT.JS

```
function playGame(playerChoice) {
  const choices = ['rock', 'paper', 'scissors'];
  const computerChoice = choices[Math.floor(Math.random() * 3)];

  let result = '';
  if (playerChoice === computerChoice) {
    result = `It's a tie! Both chose ${playerChoice}.`;
  } else if (
    (playerChoice === 'rock' && computerChoice === 'scissors') ||
    (playerChoice === 'paper' && computerChoice === 'rock') ||
    (playerChoice === 'scissors' && computerChoice === 'paper')
  ) {
    result = `You win! ${playerChoice} beats ${computerChoice}.`;
  } else {
    result = `You lose! ${computerChoice} beats ${playerChoice}.`;
  }

  // Displaying the result directly on the page
  document.getElementById('result').textContent = `You chose ${playerChoice},
the computer chose ${computerChoice}. ${result}`;
}

function resetGame() {
  // Resetting the result text and any other game elements
  document.getElementById('result').textContent = '';
}
```

OUTPUT

Rock Paper Scissors

Choose Rock, Paper, or Scissors to play against the computer.

Rock

Paper

Scissors

You chose rock, the computer chose scissors. You win! rock beats scissors.

Reset