Приклад. Таракани (з підрахунком кількості живих)

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title> cockroach </title>

<style>

button {

border: 0px;

}

</style>

<script>

class Cockroach {

constructor(maxX, maxY, size, onHit) {

this.maxX = maxX

this.maxY = maxY

this.size = size

this.left = this.getRandomValue(1, maxX)

this.top = this.getRandomValue(1, maxY)

this.speed = 200 + this.getRandomValue(0, 600)

this.onHit = onHit

}

getRandomValue(min, max) {

return min + Math.floor(Math.random() \* (max - min + 1))

}

correctValuePosition(value, maxValue) {

if (value < 60)

return maxValue + 60 + value

if (value > maxValue + 60)

return value - maxValue + 60

return value

}

move() {

this.left += this.getRandomValue(-20, 20)

this.left = this.correctValuePosition(this.left, this.maxX)

this.top += this.getRandomValue(-20, 20)

this.top = this.correctValuePosition(this.top, this.maxY)

this.creature.style.left = this.left + "px"

this.creature.style.top = this.top + "px"

}

onClick() {

clearInterval(this.timer)

//this.creature.style.backgroundColor = "red"

this.creature.src =

"https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcQeVkEEY93ZYA9Jx8YrOfpiMK3dJOGdTpnre17ildkClWGh1tiS"

if (this.onHit)

this.onHit()

}

render(containerId, container) {

this.creature = document.createElement("img")

this.creature.src =

"https://images11.popmeh.ru/upload/img\_cache/5cf/5cfdaae732fd0c0fa52d2079b00aaa26\_ce\_1488x794x215x114\_cropped\_800x427.jpg"

//this.creature.innerText = "\*"

this.creature.style.position = "absolute"

this.creature.style.width = this.size + "px"

this.creature.style.height = this.size + "px"

this.creature.style.left = this.left + "px"

this.creature.style.top = this.top + "px"

this.creature.onclick = this.onClick.bind(this)

if (container)

container.appendChild(this.creature)

else

document.getElementById(containerId).appendChild(this.creature)

this.timer = setInterval(this.move.bind(this), this.speed)

}

}

class Game {

constructor(cocCount, cocSize, plaseGameSize) {

this.cocCount = cocCount

this.cocSize = cocSize

this.plaseGameSize = plaseGameSize

}

onCocHit(num) {

this.cocCount--

this.aliveCount.innerText = this.cocCount

}

render(containerId) {

const container = document.getElementById(containerId)

const div = document.createElement("div")

div.innerText = "Кількість живих тараканів"

this.aliveCount = document.createElement("span")

this.aliveCount.innerText = this.cocCount

div.appendChild(this.aliveCount)

container.appendChild(div)

//------------------

const field = document.createElement("div")

for (let i = 0; i < this.cocCount; i++) {

let cockroach = new Cockroach(this.plaseGameSize, this.plaseGameSize,

this.cocSize, this.onCocHit.bind(this))

cockroach.render("", field)

}

container.appendChild(field)

}

}

window.onload = function () {

let game = new Game(10, 20, 500)

game.render("game")

}

</script>

</head>

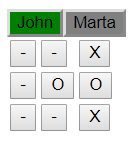
<body>

<div id="game">

</div>

</body>

</html>



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<title>Document</title>

<script>

class Xrestiki {

constructor(player1Name, player2Name) {

this.player1Name = player1Name

this.player2Name = player2Name

}

changePlayer() {

this.currentPlayer = (this.currentPlayer + 1) % 2

switch (this.currentPlayer) {

case 0:

this.player1Btn.style.backgroundColor = "green"

this.player2Btn.style.backgroundColor = "gray"

break;

case 1:

this.player2Btn.style.backgroundColor = "green"

this.player1Btn.style.backgroundColor = "gray"

break;

}

}

onClick(e) {

let btn = e.target //Адреса кнопки на яку ми натиснули

btn.innerText = this.currentPlayer == 1 ? "X" : "O"

this.changePlayer()

btn.onclick = null

}

render(containerId) {

this.currentPlayer = Math.floor(Math.random() \* 2)

let container = document.getElementById(containerId)

let div = document.createElement("div")

this.player1Btn = document.createElement("button")

this.player1Btn.innerText = this.player1Name

div.appendChild(this.player1Btn)

this.player2Btn = document.createElement("button")

this.player2Btn.innerText = this.player2Name

div.appendChild(this.player2Btn)

this.changePlayer()

container.appendChild(div)

//--------------------------

let table = document.createElement("table")

for (let i = 0; i < 3; i++) {

let tr = document.createElement("tr")

for (let j = 0; j < 3; j++) {

let td = document.createElement("td")

let btn = document.createElement("button")

btn.innerText = "-"

btn.onclick = this.onClick.bind(this)

td.appendChild(btn)

tr.appendChild(td)

}

table.appendChild(tr)

}

container.appendChild(table)

}

}

window.onload = function () {

let game = new Xrestiki("John", "Marta")

game.render("game")

}

</script>

</head>

<body>

<div id="game">

</div>

</body>

</html>