

<!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>Document</title>

<script>

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

class Dice {

constructor(faceCount) {

this.faceCount = faceCount

}

get\_number() {

return Math.floor(Math.random() \* (this.faceCount + 1))

}

}

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

class Dice\_super extends Dice {

constructor(faceCount = 6, attemptCount = 6) {

super(faceCount)

this.attemptCount = attemptCount

}

get\_number() {

var evarage = 0

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

evarage = evarage + super.get\_number()

}

evarage = evarage / this.attemptCount

return evarage

}

}

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

class Player{

constructor(faceCount = 6, playerName){

this.faceCount=faceCount

this.playerName=playerName

}

onClick=()=>{

let attemptCount=parseInt( this.attemptCountInput.value)

let superDice=new Dice\_super(this.faceCount,attemptCount)

let score= superDice.get\_number()

this.span.innerText=score.toFixed(2)

}

render(container,containerId){

// if(container==undefined)

// container=document.getElementById(containerId)

container=container?container:document.getElementById(containerId)

let div=document.createElement('div')

div.innerText=`Ім"я гравця : ${this.playerName}`

container.appendChild(div)

//-------

div=document.createElement('div')

let lbl=document.createElement('label')

lbl.innerText='Кількість спроб: '

this.attemptCountInput=document.createElement('input')

this.attemptCountInput.type='number'

lbl.appendChild(this.attemptCountInput)

div.appendChild(lbl)

container.appendChild(div)

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

let btn=document.createElement('button')

btn.innerText='Кидати кості'

btn.onclick=this.onClick

container.appendChild(btn)

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

div=document.createElement('div')

div.innerText='Кількість балів: '

this.span=document.createElement('span')

this.span.innerText='0'

div.appendChild(this.span)

container.appendChild(div)

}

}

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

class Game{

constructor(faceCount = 6,player1\_name, player2\_name){

this.faceCount=faceCount

this.player1\_name=player1\_name

this.player2\_name=player2\_name

}

render(containerId)

{

let container=document.getElementById(containerId)

let div=document.createElement('div')

this.player1=new Player(this.faceCount,this.player1\_name)

this.player1.render(div)

container.appendChild(div)

//--------

div=document.createElement('div')

this.player2=new Player(this.faceCount,this.player2\_name)

this.player2.render(div)

container.appendChild(div)

}

}

window.onload=function(){

let game= new Game(6,'Ivan','Petro')

game.render('container')

}

</script>

</head>

<body>

<div id="container"></div>

</body>

</html>