Part 1

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| HTML |
| <!DOCTYPE html>  <html lang="en">  <head>      <meta charset="UTF-8">      <meta name="viewport" content="width=device-width, initial-scale=1.0">      <title>Score keeper</title>      <link rel="stylesheet" href="./scoreKeeper.css">      <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.4.1/css/bootstrap.min.css" crossorigin="anonymous">  <body>      <section class="container">          <div class="row mt-5 text-center">              <div class="col-12">                  <img src="./img/sport1.jpg" class="img" alt="">                      <h1 class="display3 text"><span id="displayPlayer1">0</span> to <span id="displayPlayer2">0</span></h1>                      <p class="display-4 text">Playing to : <span id="changeNumber">5</span></p>                      <input type="number" class="input-group mb-3">                      <button type="button" id="btnPlayer1" class="btn btn-primary">Player One</button>                      <button type="button" id="btnPlayer2" class="btn btn-primary">Player Two</button>                      <button type="button" id="reset" class="btn btn-danger">Reset</button></div></div>  </section>  <script src="./scoreKeeper.js"></script>  </body>  </html> |
| CSS |
| \* {margin: 0;  padding: 0;}  body {     max-width: 2000px;     max-height: 700px;     background: darkcyan;}  .img {      background: url(./img/sport1.jpg);      background-size: contain;      background-position: center;      height: 200px;      /\* filter:blur(2px); \*/}  .text {      color: black;      font-weight: bold;}  .winner {      color: green;} |

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| javaScript |
| "use strict";  // add way for change h1  var displayPlayer2 = document.querySelector("#displayPlayer2");  var displayPlayer1 = document.querySelector("#displayPlayer1");  //add var for button  var p1Button = document.getElementById("btnPlayer1");  var p2Button = document.getElementById("btnPlayer2");  var resetButton = document.getElementById("reset");  //begins for score  var p1Score = 0;  var p2Score = 0;  //use this for if method  var gameOver = false;  var winningScore = 5;  //  var numInput = document.querySelector("input");  var winningScoreDisplay = document.querySelector("p span");  p1Button.addEventListener("click", function () {      if (!gameOver) {        p1Score++;        if (p1Score === winningScore) {          gameOver = true;          displayPlayer1.classList.add("winner");}        displayPlayer1.textContent = p1Score;      }})  p2Button.addEventListener("click", function () {    if (!gameOver) {      p2Score++;      if (p2Score === winningScore) {        gameOver = true;        displayPlayer2.classList.add("winner");}      displayPlayer2.textContent = p2Score;    }});  resetButton.addEventListener("click", function () {      reset();});  numInput.addEventListener("change", function () {      if(this.value >= 0) {        winningScore = Number(this.value);        winningScoreDisplay.textContent = this.value;        reset();      } else {        alert("Change to positive number!!!");}})  function reset () {      p1Score = 0;      p2Score = 0;      displayPlayer1.textContent = 0;      displayPlayer2.textContent = 0;      displayPlayer1.classList.remove("winner");      displayPlayer2.classList.remove("winner");      gameOver = false;} |