

1. <html><HEAD>
2. <SCRIPT LANGUAGE="JavaScript1.2">
3. <!-- Begin
4. **function BrowserCheck() {**
 - a. var b = navigator.appName;
 - b. if (b == "Netscape") this.b = "NS";
 - c. else if (b == "Microsoft Internet Explorer") this.b = "IE";
 - d. else this.b = b;
 - e. this.v = parseInt(navigator.appVersion);
 - f. this.NS = (this.b == "NS" && this.v >= 4);
 - g. this.NS4 = (this.b == "NS" && this.v == 4);
 - h. this.NS5 = (this.b == "NS" && this.v == 5);
 - i. this.IE = (this.b == "IE" && this.v >= 4);
 - j. this.IE4 = (navigator.userAgent.indexOf('MSIE 4') > 0);
 - k. this.IE5 = (navigator.userAgent.indexOf('MSIE 5') > 0);
 - l. if (this.IE5 || this.NS5) this.VER5 = true;
 - m. if (this.IE4 || this.NS4) this.VER4 = true;
 - n. this.OLD = (! this.VER5 && ! this.VER4) ? true : false;
 - o. this.min = (this.NS || this.IE);
5. }
6. is = new BrowserCheck();
7. // End -->
8. </script>
9. </HEAD>
10. <body>
11. <script type = "text/javascript">
 - a. maxNum = 7;
 - b. setId = new Array(maxNum); iter = new Array(maxNum);
 - c. down = new Array(maxNum); up = new Array(maxNum);
 - d. right = new Array(maxNum); left = new Array(maxNum);
 - e. topPos = new Array(maxNum); leftPos = new Array(maxNum);
 - f. for(var i = 0; i < maxNum; i++){
 - i. down[i] = true; up[i] = false;
 - ii. right[i] = true; left[i] = false;
 - iii. iter[i] = 0;
 - g. }
 - h. winH = (is.NS) ? window.innerHeight - 55 : document.body.offsetHeight - 55;
 - i. winR = (is.NS) ? window.innerWidth - 55 : document.body.offsetWidth - 55;
 - j. winL = 0;
 - k. winT = 0;
 - l. g = 10;
 - m. refreshFreq = 50;
 - n. delta = 1;

- o. additionDistance = 5;
- p. dampFreq = 5;
- q. damp = 1; // dampFreq/damp should be integer, negative means accelerate, positive
 1. // means normal damp
- r. ceiling = true;
- s. hor = 5;
- t. //current = 0;
- u. level = null;
- v. start = true;

- w. v = [10,5,2,1,0.5,0.2,0.1];

12. </script>

13. <script type = "text/javascript">

- a. if(start){
 - i. document.write("<div id = \"page\">");
 - ii. document.write("Coins will be falling from the ceilings and you can repeatedly click on the coin to gain as much as possible.");
 - iii. document.write("<form name = \"choose\" id = \"choose\">");
 - iv. document.write("Easy<input type = \"radio\" name = \"level\" value = \"easy\"/>");
 - v. document.write("Normal<input type = \"radio\" name = \"level\" value = \"normal\" />");
 - vi. document.write("Hard<input type = \"radio\" name = \"level\" value = \"hard\"/>");
 - vii. document.write("<input type = \"button\" value = \"Start\" onclick = \"start()\" />");
 - viii. document.write("</form>");
 - ix. document.write("</div>");
- b. }

14. </script>

15. <script type = "text/javascript">

- a. var time;
- b. var max;
- c. var amount;

- d. **function start(){**
 - i. for (var i=0; i < document.choose.level.length; i++)
 - ii. if (document.choose.level[i].checked)level = document.choose.level[i].value;
 - iii. document.getElementById("page").innerHTML = "";
 - iv. switch(level){
 - 1. case "easy":
 - a. max = Math.floor(Math.random()*2) + 2;
 - b. time = 8;
 - c. //max = 3;
 - d. break;

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2. case "normal":
    a. max = Math.floor(Math.random()*2) + 4;
    b. time = 8;
    c. break;
3. case "hard":
    a. max = Math.floor(Math.random()*2) + 4;
    b. time = 4;
    c. break;

v. }
vi. amount = Math.floor(Math.random()*20) + 1;
vii. originAmount = amount;

viii. var str = "";
ix. str += "<p> Time left : <label id=\"timer\">\" + time + \"</label></p>\"
x. str += "<p> Amount: <label id = \"amount\">\" + amount + \"</label></p>\";

xi. var posX = new Array(max);
xii. var a = new Array(max);
xiii. for(var i = 0;i<max;i++){
    1. ran = Math.floor(Math.random()*7);
    2. a[i] = ran;
xiv. }

xv. for(var i = 0;i<max;i++){
    1. while(true){
        a. var flag = false;
        b. posX[i] = Math.floor(Math.random()*(winR-winL));
        c. for(var j = 0;j<i;j++){
            i. if(Math.abs(posX[i]-posX[j])<75)
            ii. flag = true;
        d. }
        e. if(flag==false) break;
    2. }
    3. var posY = 80 + 50*i;
    4. str += "<div id=\"ball\" + i +
        a. \"\" style=\"visibility:visible; position:absolute; left:\" + posX[i] +
            i. \"; top: \" + posY + \"; height:75; width:75\" >\";
    5. str += "<img src=\"coin\" + a[i] + \".png\" height=75 width=75
        alt=\"Coin\"
            i. onclick = \" subtract(\" + v[a[i]] + \") \" >\";
    6. str += "</div>\";
xvi. }

xvii. document.getElementById("page").innerHTML = str;

xviii. for(var i = 0;i<max;i++) startAnimation(i);
xix. startTimer();

e. }
f. function subtract(i){
    i. //alert("you click on "+ i +" coins");

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        ii. amount -= i;
        iii. var newNum = new Number(amount)
        iv. document.getElementById("amount").innerHTML = newNum.toFixed(1);
    g. }
    h. function startAnimation(i){
        i. iter[i] = 0;
        ii. setInterval("noCollision(" + i + ")", 1000/refreshFreq);
            1. setTimeout(function(){
                2. setInterval("checkCollision()",1000/refreshFreq);},500/refreshFreq);
    i. }

16. function checkCollision(){
    a. //alert("haha");
    b. var minimum = 5000;
    c. for(var i = 0;i<max;i++){
        i. for(var j = i+1;j<max;j++){
            ii. if(Math.pow((topPos[i]-topPos[j]),2) + Math.pow((leftPos[j]-
                1. leftPos[i]),2)<minimum){
                    a. if( ( right[i] && !right[j] && leftPos[i] < leftPos[j] )
                        i. ||
                        b. ( !right[i] && right[j] && leftPos[i] > leftPos[j] )){

                            i. right[i] = !right[i];
                            ii. left[i] = !left[i];
                            iii. right[j] = !right[j];
                            iv. left[j] = !left[j];

                            v. var temp = down[i];
                            vi. down[i] = down[j];
                            vii. down[j] = temp;

                            viii. temp = up[i];
                            ix. up[i] = up[j];
                            x. up[j] = temp;

                            xi. temp = iter[i];
                            xii. iter[i] = iter[j];
                            xiii. iter[j] = temp;
                        }
                    }
                }
            }
        }
    }

17. }
18. function noCollision(i){
    a. if(right[i]){ if(parseInt(document.getElementById("ball"+i).style.left)+hor < winR)
        a. document.getElementById("ball"+i).style.left =
            2. parseInt(document.getElementById("ball"+i).style.left) + hor;

        ii. else if(parseInt(document.getElementById("ball"+i).style.left)< winR)

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1. document.getElementById("ball"+i).style.left = winR +
   additionDistance;
2. else{
   a. right[i] = false;
   b. left[i] = true;
3. }
b. }

c. if(left[i]){ if(parseInt(document.getElementById("ball"+i).style.left)-hor > winL)
   a. document.getElementById("ball"+i).style.left =
2. parseInt(document.getElementById("ball"+i).style.left) - hor;

   ii. else if(parseInt(document.getElementById("ball"+i).style.left)> winL)
1. document.getElementById("ball"+i).style.left = winL -
   additionDistance;
2. else{
   a. right[i] = true;
   b. left[i] = false;
3. }
d. }

e. if (down[i]) { if(parseInt(document.getElementById("ball"+i).style.top)+iter[i] < winH){
   a. document.getElementById("ball"+i).style.top =
   b. parseInt(document.getElementById("ball"+i).style.top) + iter[i];
   c. iter[i]+=delta;
2. }

   ii. else if(parseInt(document.getElementById("ball"+i).style.top)< winH)
1. document.getElementById("ball"+i).style.top = winH +
   additionDistance;
2. else{
   a. down[i] = false;
   b. up[i] = true;
3. }
f. }

g. if (up[i]) {
   i. if(ceiling){
1. if(iter[i]>=0){
2. if(parseInt(document.getElementById("ball"+i).style.top) - iter[i]>
   winT){
3. document.getElementById("ball"+i).style.top =
   a. parseInt(document.getElementById("ball"+i).style.top) - iter[i];
      i. iter[i]-=delta;
      ii. if(dampFreq!=0){
1. if (iter[i]%dampFreq == 0) iter[i]-=damp;
      iii. }
      b. }
   ii. else if(parseInt(document.getElementById("ball"+i).style.top)> winT)
1. document.getElementById("ball"+i).style.top = winT -
   additionDistance;

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        a. else{
            i. down[i] = true;
            ii. up[i] = false;
        b. }
    2. }
    3. else{
        a. down[i] = true;
        b. up[i] = false;
    4. }
    iii. }
    iv. else{
        1. if(iter[i]<0){
            a. down[i] = true;
            b. up[i] = false;
        2. }
        3. else{
        4. document.getElementById("ball"+i).style.top =
            a. parseInt(document.getElementById("ball"+i).style.top) - iter[i];
            b. iter[i]-=delta;
            c. if(dampFreq!=0){
                i. if (iter[i]%dampFreq == 0) iter[i]-=damp;
            d. }
        5. }
        v. }
    h. }
    i. topPos[i] = parseInt(document.getElementById("ball"+i).style.top);
    j. leftPos[i] = parseInt(document.getElementById("ball"+i).style.left);

19. }
20. function startTimer() {
    i. timerId = window.setInterval( "updateTime()", 1000 );
21. }
22. function updateTime() {
    i. --time;
    ii. document.getElementById("timer").innerHTML = time;
    iii. if(time==0){
        1. catchCoin = new Number(originAmount - amount);

        2. alert("Game Over ! You caught " + catchCoin.toFixed(1) + " dollars");
        3. window.clearInterval(timerId);
        4. document.getElementById("timer").innerHTML = 0;
        5. window.close();
    iv. }
23. }
24. // End -->
25. </script>
26. </body>
27. </html>

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