

**DEPARTMENT OF COMPUTER STUDIES****ITEC 106 – IT ELECTIVE 2 ( WEB SYSTEM AND TECHNOLOGIES 2)**

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Assignment No : 2	Submission Date : Mar. 23, 2024
Assignment Title: Rock - Paper - Scissors	

**Code :****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="rockpaperscissors.css">
</head>

<body>

  <h1>Rock - Paper - Scissors</h1>

  <div class="choices">
    <button onclick="playGame('rock')">👊</button>
    <button onclick="playGame('paper')">👐</button>
    <button onclick="playGame('scissors')">✂</button>
  </div>

  <div id="playerDisplay">PLAYER: </div>
  <div id="computerDisplay">COMPUTER: </div>
  <div id="resultDisplay"></div>

  <div class="scoreDisplay">Player Score:
    <span id="playerScoreDisplay">0</span>
  </div>

  <div class="scoreDisplay">Computer Score:
```



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```
<span id="computerScoreDisplay">0</span>
</div>

<script src="rockpaperscissors.js"></script>
</body>

</html>
```

## JS FILE

```
const choices = ["rock", "paper", "scissors"];
const playerDisplay = document.getElementById("playerDisplay");
const computerDisplay = document.getElementById("computerDisplay");
const resultDisplay = document.getElementById("resultDisplay");
const playerScoreDisplay = document.getElementById("playerScoreDisplay");
const computerScoreDisplay = document.getElementById("computerScoreDisplay");
let playerScore = 0;
let computerScore = 0;

function playGame(playerChoice) {

    const computerChoice = choices[Math.floor(Math.random() * 3)];
    let result = "";

    if (playerChoice === computerChoice) {
        result = "IT'S A TIE!";
    }
    else {
        switch (playerChoice) {
            case "rock":
                result = (computerChoice === "scissors") ? "YOU WIN!" : "YOU LOSE!";
                break;
            case "paper":
                result = (computerChoice === "rock") ? "YOU WIN!" : "YOU LOSE!";
                break;
            case "scissors":
                result = (computerChoice === "paper") ? "YOU WIN!" : "YOU LOSE!";
                break;
        }
    }
}
```



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```

playerDisplay.textContent = `PLAYER: ${playerChoice}`;
computerDisplay.textContent = `Computer: ${computerChoice}`;
resultDisplay.textContent = result;

resultDisplay.classList.remove("greenText", "redText");

switch (result) {
    case "YOU WIN!":
        resultDisplay.classList.add("greenText");
        playerScore++;
        playerScoreDisplay.textContent = playerScore;
        break;
    case "YOU LOSE!":
        resultDisplay.classList.add("redText");
        computerScore++;
        computerScoreDisplay.textContent = computerScore;
        break;
}
}

```

**CSS FILE**

```

body {
    font-family: Arial, sans-serif;
    font-weight: bold;
    margin: 0;
    display: flex;
    flex-direction: column;
    align-items: center;
}

h1 {
    font-size: 3.5rem;
    color: hsl(0, 0%, 20%);
}

.choices {
    margin-bottom: 30px;
}

```

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```
.choices button {
  font-size: 7.5rem;
  min-width: 160px;
  margin: 0 10px;
  border-radius: 25px;
  background-color: hsl(200, 100%, 50%);
  cursor: pointer;
  transition: background-color 0.5s ease;
}

.choices button:hover {
  background-color: hsl(200, 100%, 70%);
}

#playerDisplay,
#computerDisplay {
  font-size: 2.5rem;
}

#resultDisplay {
  font-size: 5rem;
  margin: 30px 0;
}

.scoreDisplay {
  font-size: 2rem;
}

.greenText,
#playerScoreDisplay {
  color: hsl(130, 84%, 54%);
}

.redText,
#computerScoreDisplay {
  color: hsl(0, 84%, 60%);
}
```

**SCREENSHOT**

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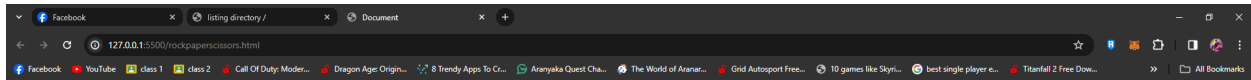
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## DEPARTMENT OF COMPUTER STUDIES ITEC 106 – IT ELECTIVE 2 ( WEB SYSTEM AND TECHNOLOGIES 2)



## Rock - Paper - Scissors



PLAYER: paper  
Computer: rock

**YOU WIN!**

Player Score: 1  
Computer Score: 0

### Dictionary:

- **const**- We use the const keyword in JavaScript to declare variables whose value can be initialized only at the time of declaration.
- **textContent** - textContent is used to set the text content of various HTML elements (playerDisplay, computerDisplay, resultDisplay, playerScoreDisplay, computerScoreDisplay) to display relevant information to the screen such as (player and computer choices, game results, and scores.)
- **let** - In this code, switch is used to assess the choice of the player and determine there result of the game base on the choice of the player and based on the comparison between the player's choice and the computer's randomly generated choice.
- **function** - In this code, classList is used to dynamically add or remove CSS classes (greenText and redText) from the resultDisplay element based on the game result, thereby styling the text to indicate whether the player won or lost.