

Rock paper scissor

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Rock paper scissor</title>
  <link rel="stylesheet" href="style.css" />
</head>
<body>
  <h1>Rock Paper Scissor</h1>
  <div class="choice" id="rock">
    
  </div>
  <div class="choice" id="paper">
    
  </div>
  <div class="choice" id="Scissors">
    
  </div>
  <div class="score">
    <p id="user-score">0</p>
    <p>you</p>
  </div>
  <div class="score">
    <p id="comp-score">0</p>
  </div>
  <div class="msg-container">
    <p id="msg">play your move</p>
  </div>
  <script src="app.js"></script>
</body>
</body>
</html>
```

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    margin:0;
    padding:0;
}
h1{
    background-color: #081b31;
    color:#fff;
    height: 5rem;
    line-height: 5rem;
}
.choice {
    height: 165px;
    width:165px;
    border-radius:50% ;
    justify-content: center;
    align-items:center
}
.choice:hover{
    cursor:pointer;
    background-color: #081b31
}
img{
    height:150px;
    width:150px;
    object-fit: cover;
    border-radius: 50%;
}
.choices{
    display:flex;
    justify-content: center;
    align-items: center;
    gap: 3rem;
    margin-top: 5rem;
}
.score-board{
    display:flex;
    justify-content: center;

```

```
.choices{
  justify-content: center;
  align-items: center;
  gap: 3rem;
  margin-top: 5rem;
}
.score-board{
  display: flex;
  justify-content: center;
  align-items: center;
  font-size: 2rem;
  margin-top: 3rem;
  gap: 5rem;
}
#user-score,
#comp-score{
  font-size: 4rem;
}
.msg-container{
  margin-top: 5rem;
}
#msg{
  background-color: #081b31;
  color: #fff;
  font-size: 2rem;
  display: inline;
  padding: 1rem;
  border-radius: 1rem;
}
```

```
let userScore = 0;
let compScore = 0;
const choices = document.querySelectorAll(".choices");
const msg = document.querySelector("#msg");

const userScorePara = document.querySelector("#user-score");
const compScorePara = document.querySelector("#comp-score");

const genCompChoice = () => {
  const option = ["rock", "paper", "scissor"];
  const randIdx = Math.floor(Math.random() * 3);
  return option[randIdx];
};

const drawGame = () => {
  msg.innerText = "The game was a draw. Play again.";
  msg.style.backgroundColor = "#081b31";
};

const showWinner = (userWin, userChoice, compChoice) => {
  if (userWin) {
    userScore++;
    userScorePara.innerText = userScore;
    msg.innerText = "You win! Your ${userChoice} beats ${compChoice}";
    msg.style.backgroundColor = "green";
  } else {
    compScore++;
    compScorePara.innerText = compScore;
    msg.innerText = "You lost. ${compChoice} beats your ${userChoice}";
    msg.style.backgroundColor = "red";
  }
};

const playGame = (userChoice) => {
  console.log("User choice =", userChoice);
  // Generate computer choice
  const compChoice = genCompChoice();
```

```
const compChoice = genCompChoice();
console.log("Comp choice =", compChoice);

if (userChoice === compChoice) {
  drawGame();
} else {
  let userWin = true;
  if (userChoice === "rock") {
    userWin = compChoice === "paper" ? false : true;
  } else if (userChoice === "paper") {
    userWin = compChoice === "scissors" ? false : true;
  } else {
    userWin = compChoice === "rock" ? false : true;
  }
  showWinner(userWin, userChoice, compChoice);
}

;

choices.forEach((choice) => {
  choice.addEventListener("click", () => {
    const userChoice = choice.getAttribute("id");
    console.log("Choice was clicked", userChoice);
    playGame(userChoice);
  });
});
);
```