

WEB TECHNOLOGIEN

Risiko

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STRUCTURE

- ❖ HTML
- ❖ CSS
- ❖ Bootstrap
- ❖ JavaScript / jQuery
- ❖ AJAX
- ❖ Websockets
- ❖ Polymer
- ❖ Vue
- ❖ Authentication
- ❖ Deployment
- ❖ Weiteres
- ❖ Demo

HTML

```
<p><b>Phase 4: Gebietskarte ziehen</b></p>
<p>Bei erfolgreicher Eroberung mindestens eines Landes erhält der Spieler eine Gebietskarte.</p>
<h3>Die Chancen eines einzelnen Angriffs lassen sich mit Mitteln der <a href="https://de.wikipedia.
<p>Folgende Tabelle gibt eine Übersicht über die Gewinnwahrscheinlichkeiten</p>
<table>
  <tr>
    <th>Angreifer Armeen</th>
    <th>Verteidiger Armeen</th>
```

Auszug aus description.html

- Sehr einfach
- Spielbeschreibung, Spielregeln
- Silhouette

CSS

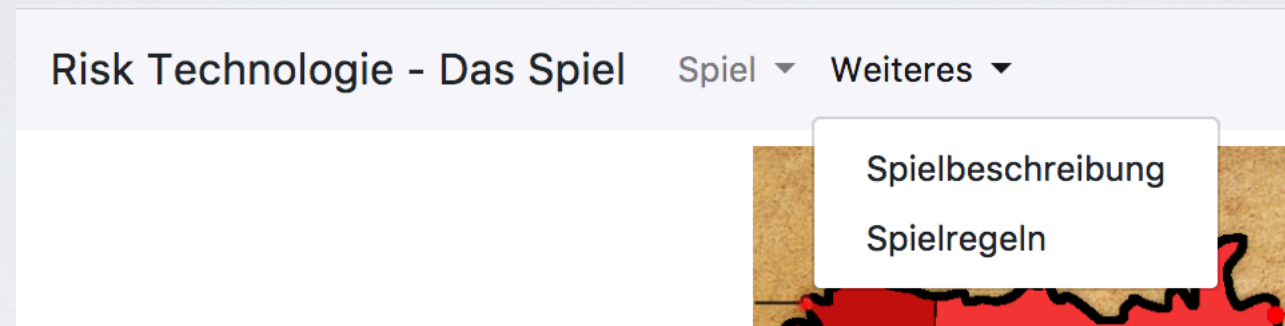
```
@media (min-width: 840px) {  
  
  .map_scale {  
    font-size: 0.4em;  
  }  
  
  .dices {  
    font-size: 70px;  
  }  
  
  .h4em {  
    height: 3em;  
  }  
  
  .h6em {  
    height: 4em;  
  }  
  
  .w10em {  
    width: 8em;  
  }  
}
```

```
.RED {  
  background-color: #ff2020;  
}  
  
.YELLOW {  
  background-color: #ffe900;  
}  
  
.GREEN {  
  background-color: #60FF76;  
}  
  
.BLUE {  
  background-color: #8095FF;  
}  
  
.PINK {  
  background-color: #F766EF;  
}  
  
.ORANGE {  
  background-color: #FA943F;  
}
```

- Skalieren der Map
- Anzeigen der Würfel
- Elemente wie Button etc.

Auszug aus game.less

BOOTSTRAP



- Erste Implementierung mit Bootstrap
- Später Anpassung an Silhouette

JAVASCRIPT/ JQUERY

```
function createDices(dicesContainer, landNames, dices) {
    $(dicesContainer).show();
    $(dicesContainer).html("");
    dices.forEach((player, index) => {
        let playerDicesHTML = document.createElement("tr");
        $(dicesContainer).append(playerDicesHTML);
        let landName = document.createElement("td");
        $(landName).text(landNames[parseInt(index)]);
        $(landName).css("font-size", "0.2em");
        $(landName).css("padding-right", "1em");
        landName.setAttribute("valign", "center");
        $(playerDicesHTML).append(landName);
        player.forEach((dice) => {
            let diceHTML = document.createElement("td");
            $(diceHTML).addClass("dice");
            $(diceHTML).html(dicesValues[Math.floor(Math.random()*6)]);
            diceHTML.setAttribute("valign", "center");
            $(playerDicesHTML).append(diceHTML);
        });
    });

    let inter = setInterval(function () {rollDices(dicesContainer);}, 100);
    setTimeout(function() {
        clearInterval(inter);
        $(dicesContainer).children("tr").each(function (index, playerDices) {
            $(playerDices).children("td.dice").each(function (diceIndex, diceValue){
                $(diceValue).html(String(dicesValues[dices[parseInt(index)][parseInt(diceIndex)] - 1]));
            });
        });
    }, 1000);
}
```


AJAX

```
$(document).ready(function () {
    $("#game_name").keyup(activateGame);
    $("#game_name").on("propertychange input", activateGame);
    $("#games").change(activateGame);
    getGameList();
    setInterval(function() {getGameList();}, 1000);
});

function getGameList() {
    $.get($("#games").attr("url"), reloadGameList);
}

function reloadGameList(data) {
    let games = Array.from(JSON.parse(data));
    let selected = $("#games").val().toString();
    $("#games").html("<option></option>");
    $("#games").attr("disabled", "disabled");
    for(let i = 0; i < games.length; i++) {
        let option = document.createElement("option");
        option.value = games[i];
        $(option).text(games[i]);
        if (games[i] === selected) {
            option.setAttribute("selected", "selected");
        }
        $("#games")[0].appendChild(option);
    }
    $("#games").removeAttr("disabled");
}
```

WEB SOCKETS

```
function connectToWebsocket(receiveMethod) {
    let websocket = new WebSocket($("#websocket").text());
    websocket.setTimeout;
    websocketInitEvents(websocket, receiveMethod);
    return websocket;
}

function websocketInitEvents(websocket, receiveMethod) {
    websocket.onopen = function(event) {
        logging.push("Connected to Websocket");
    };

    websocket.onclose = function () {
        logging.push("Connection with Websocket Closed!");
        clearInterval(websocketInterval);
    };

    websocket.onerror = function (error) {
        logging.push("Error in Websocket Occured: " + JSON.stringify(error));
    };

    websocket.onmessage = function (e) {
        logging.push(e.data);
        receiveMethod(e.data);
    };
}
```


WEB SOCKETS

```
function websocketMessages(data) {
  let message = JSON.parse(data);
  if (AllowedMessages.indexOf(message.type) === -1) {
    return;
  }
  switch (message.type) {
    case "MessageTypeList":
      AllowedMessages = message.value;
      keepAlive();
      break;
    case "Ping":
      break;
    case "UpdateMap":
      map_data = message.value;
      map_draw();
      break;
    case "PlayerList":
      $(user_list).html("");
      let userTable = document.createElement("table");
      userTable.className = "halfFontSize";
      $(user_list)[0].appendChild(userTable);
      let userTbody = document.createElement("tbody");
      userTable.appendChild(userTbody);
      let users = Array.from(message.value);
      for (let i = 0; i < users.length; i++) {
        let user = users[i];
        let userTr = document.createElement("tr");
        userTbody.appendChild(userTr);
        let userColor = document.createElement("td");
        userColor.className = "playerColor mr- " + user[1];
        userTr.appendChild(userColor);
        let userName = document.createElement("td");
        $(userName).text(user[0]);
        userTr.appendChild(userName);
      }
      break;
  }
}
```

WEB SOCKETS

```
def receive = {
  case models.MessageModels.SetPlayer(prop, uuid) => this.createPlayer(prop, uuid)
  case models.MessageModels.StartGame(uuid) => this.startGame(uuid)
  case models.MessageModels.ClickedLand(uuid, land) => this.clickedLand(uuid, land)
  case models.MessageModels.MoveTroops(uuid, troops) => this.moveTroops(uuid, troops)
  case models.MessageModels.EndTurn(uuid) => this.endTurn(uuid)
  case models.MessageModels.ResetTransfereTroops(uuid) =>
    if (uuid.toString().toUpperCase.equals(gameLogic.getCurrentPlayer._1.toUpperCase)) this.actionLand = ""
  case models.MessageModels.DragTroops(uuid, landFrom, landTo, troops) => this.dragTroops(uuid, (landFrom, landTo), troops)
  case _ => println("GameManager: Unknown Message!")
}

def update() {
  gameLogic.getStatus match {
    case Statuses.INITIALIZE_PLAYERS => this.initializePlayers
    case Statuses.GAME_INITIALIZED => this.gameInitialized
    case Statuses.PLAYER_SPREAD_TROOPS => this.spreadTroops
    case Statuses.PLAYER_ATTACK => this.playerAttacking
    case Statuses.DIECES_ROLLED => this.rolledDices
    case Statuses.PLAYER_CONQUERED_A_COUNTRY => this.conqueredACountry
    case Statuses.PLAYER_CONQUERED_A_CONTINENT => this.conqueredACountry
    case Statuses.PLAYER_MOVE_TROOPS => this.transfereTroops

    case Statuses.NOT_ENOUGH_PLAYERS => {
      println("NOT_ENOUGH_PLAYERS: " + players.size)
    }

    case _ => println("Update: " + gameLogic.getStatus)
  }
}
```


WEB SOCKETS

```
def receive = {
  case msg: String => {
    val json: JsValue = Json.parse(msg)
    (json \ "type").asOpt[String] match {
      case None =>
      case Some(messageType) => MessageTypes.stringToValue(messageType) match {
        case None => println("No type: " + msg + ", " + MessageTypes.stringToValue(msg))
        case Some(messageTypeValue) => messageTypeValue match {
          case MessageTypes.Ping => out ! Message("Ping").toJson
          case MessageTypes.StartGame => gameManager ! models.MessageModels.StartGame(uuid)
          case MessageTypes.Click => gameManager ! models.MessageModels.ClickedLand(uuid, (json \ "message").asOpt[String].getOrElse(""))
          case MessageTypes.MoveTroops => gameManager ! models.MessageModels.MoveTroops(uuid, (json \ "message").asOpt[Int].getOrElse(1))
          case MessageTypes.TransfereTroops =>
            val landFrom = (json \ "message" \ "landFrom").asOpt[String].getOrElse("")
            val landTo = (json \ "message" \ "landTo").asOpt[String].getOrElse("")
            val troops = (json \ "message" \ "troops").asOpt[Int].getOrElse(1)
            gameManager ! models.MessageModels.DragTroops(uuid, landFrom, landTo, troops)
          case MessageTypes.ResetTransfereTroops => gameManager ! models.MessageModels.ResetTransfereTroops(uuid)
          case MessageTypes.EndTurn => gameManager ! models.MessageModels.EndTurn(uuid)
          case _ => println("Wrong message type: " + messageTypeValue)
        }
      }
    }
  }
}

case models.MessageModels.PlayerList(list) =>
  val message = Message("PlayerList")
  val messageArray: StringBuilder = new StringBuilder
  messageArray.append("[");
  list.foreach(player => {
    messageArray.append("[\"");
    messageArray.append(player._1);
    messageArray.append "\", \"");
    messageArray.append(player._2);
    messageArray.append("\"] , ");
  })
  messageArray.setLength(messageArray.length - 2)
  messageArray.append("]");
  message.messageObject(messageArray.toString)
  out ! message.toJson
```


POLYMER

```
<link rel="import" href="../../bower_components/polymer/polymer-element.html">

<dom-module id="polymer-custom-string">
  <template>
    <style>
      :host {
        display: block;
      }
    </style>
    <h2>Hello [[prop1]] ! Markus was here</h2>
  </template>

  <script>
    /**
     * @customElement
     * @polymer
     */
    class PolymerRiskSampleApp extends Polymer.Element {
      static get is() { return 'polymer-custom-string'; }
      static get properties() {
        return {
          prop1: {
            type: String,
            value: 'everyone'
          }
        };
      }
    }

    window.customElements.define(PolymerRiskSampleApp.is, PolymerRiskSampleApp);
  </script>
</dom-module>
```

```
<polymer-custom-string></polymer-custom-string>
```

POLYMER

- There's an element for that



WEBCOMPONENTS.ORG

There's an element for that

Getting started

Community

Chat

Publish element



scratch



IMAGE

LAYOUT

FORM

ROUTING

TOOLBAR

CALENDAR



by SaifJerbi



6



1



1



0

LICENSED UNDER [MIT](#), LAST
UPDATED 6 MONTHS AGO, &
INSTALLED VIA [BOWER](#)



View on GitHub



Star on GitHub

Requires authentication

Overview

scratch-card v1.0.1

Scratch card is based on HTML5, it generates canvas on the fly and is optimized for all modern browsers and has touch support for mobile devices. You can use it to make scratch cards, coupons, promotionnal game and even advertisement.

README.md

webcomponents.org published

Scratch card is based on HTML5, it generates canvas on the fly and is optimized for all modern browsers and has touch support for mobile devices. You can use it to make scratch cards, coupons, promotionnal game and even advertisement.

VUE

```
<h3><div class="col-md-5" id="bar-1"><p>{{ message }}</p></div></h3>  
<h3><div class="col-md-3" id="bar-2"><p>{{ message }}</p></div></h3>  
<h3><div class="col-md-2" id="bar-3"><p>{{ message }}</p></div></h3>
```

```
function spreadTroops(message) {  
  barElement1.message = message.value.player;  
  barElement2.message = "Ausrüsten";  
  barElement3.message = message.value.troops;  
  logging.push("player: " + message.value.player + " troops: " + message.value.troops);  
}  
  
function playerAttacking(message) {  
  barElement1.message = message.value;  
  barElement2.message = "Angreifen";  
  barElement3.message = "";  
  logging.push("attacking player: " + message.value);  
}  
  
function playerConqueredCountryMove() {  
  barElement1.message = "";  
  barElement2.message = "Verschieben";  
  barElement3.message = "";  
}
```


AUTHENTICATION

```
# Google provider
google.authorizationURL="https://accounts.google.com/o/oauth2/auth"
google.accessTokenURL="https://accounts.google.com/o/oauth2/token"
google.redirectURL="http://localhost:9000/authenticate/google"
google.redirectURL=${?GOOGLE_REDIRECT_URL}
google.clientID=[REDACTED]
google.clientID=${?GOOGLE_CLIENT_ID}
google.clientSecret=[REDACTED]
google.clientSecret=${?GOOGLE_CLIENT_SECRET}
google.scope="profile email"

# Twitter provider
twitter.requestTokenURL="https://twitter.com/oauth/request token"
twitter.accessTokenURL="https://twitter.com/oauth/access token"
twitter.authorizationURL="https://twitter.com/oauth/authenticate"
twitter.callbackURL="http://localhost:9000/authenticate/twitter"
twitter.callbackURL=${?TWITTER_REDIRECT_URL}
twitter.consumerKey=[REDACTED]
twitter.consumerKey=${?TWITTER_CONSUMER_KEY}
twitter.consumerSecret=[REDACTED]
twitter.consumerSecret=${?TWITTER_CONSUMER_SECRET}
```

DEPLOYMENT

STAGING + Add app

webtech-risk-dev

Auto deploys dev ✓

6875c021 ✓ Deployed about 9 hours ago

Promote to production...

→

PRODUCTION + Add app

webtech-risk

Auto deploys master ✓

0796c792 ✓ Deployed 11 days ago

App connected to GitHub

Code diffs, manual and auto deploys are available for this app.


Connected to  **artur-ott/risk-technologie** via  **webtech**

- ✓ Releases in the [activity feed](#) link to GitHub to view commit diffs
- ✓ Automatically deploys from  dev

Automatic deploys

Enables a chosen branch to be automatically deployed to this app.

✓ Automatic deploys from  dev are enabled

Every push to  dev will deploy a new version of this app. **Deploys happen automatically:** be sure that this branch in GitHub is always in a deployable state and any tests have passed before you push. [Learn more.](#)













☒ Wait for CI to pass before deploy

Only enable this option if you have a Continuous Integration service configured on your repo.


Disable Automatic Deploys


PULL REQUESTS

 Clear current search query, filters, and sorts

<input type="checkbox"/>	 0 Open	<input checked="" type="checkbox"/> 38 Closed	Author ▾	Labels ▾	Projects ▾	Milestones ▾	Reviews ▾	Assignee ▾	Sort ▾
<input type="checkbox"/>		Small fixes ✓							 1
		#38 by MarkusBuechler was merged 15 hours ago • Approved							
<input type="checkbox"/>		heroku urls changed to wss ✓							
		#37 by artur-ott was merged a day ago • Approved							
<input type="checkbox"/>		heroku urls hardcoded ✓							 1
		#36 by artur-ott was merged a day ago • Approved							
<input type="checkbox"/>		websocket security policy ✓							
		#35 by artur-ott was merged a day ago • Approved							
<input type="checkbox"/>		websocket url is set as config ✓							
		#34 by artur-ott was merged a day ago • Approved							
<input type="checkbox"/>		google and twitter redirect added ✓							
		#33 by artur-ott was merged a day ago • Approved							
<input type="checkbox"/>		Feature/setting up game ✓							 5
		#32 by artur-ott was merged a day ago • Approved							

TRAVIS CI

Travis CIAbout UsBlogStatusHelp

Markus Buechler

Search all repositories

My Repositories +

✓ artur-ott/risk-technologie # 235


⌚ Duration: 2 min 50 sec

📅 Finished: about 15 hours ago

✓ MarkusBuechler/SE2017SS # 77

⌚ Duration: 5 min 22 sec

📅 Finished: 7 months ago

artur-ott / risk-technologie  build passing

Current


Branches

Build History





Pull Requests

More options

Default Branch

✓ dev 📁 29 builds	# 235 passed 📅 about 15 hours ago	84243db  GitHub	✓	✓	✓	✓	✓
----------------------	--------------------------------------	-------------------------------------------------------------------------------------------------------	---	---	---	---	---

Active Branches

✓ small-fixes 📁 1 build	# 233 passed 📅 about 19 hours ago	a26afa0  MarkusBuechler	✓				
✓ pdf 📁 1 build	# 180 passed 📅 7 days ago	70b4d9e  MarkusBuechler	✓				
✓ master 📁 4 builds	# 174 passed 📅 11 days ago	0796c79  GitHub	✓	✓	✓	✓	
✓ feature/login-html 📁 2 builds	# 23 passed 📅 3 months ago	7f78900  Artur O	✓	✓			

CODACY



Risk-Techno / risk-technologie

Docs



Dashboard



Commits



Files



Issues



Pull Requests



Security

Dashboard dev



Project Certification

Code Style
99%

Compatibility
100%

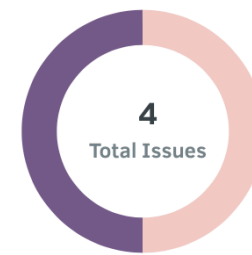
Error Prone
98% [View Detail](#)

Performance
100%

Security
100%

Unused Code
100%

Issues Breakdown



Code Style	2
Error Prone	2
Unused Code	0

Coverage

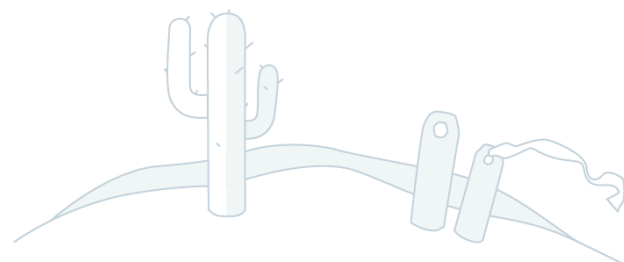


Setup Coverage

Start getting coverage results and notifications.

[Setup Coverage](#)

Open Pull Requests



Open No pull request

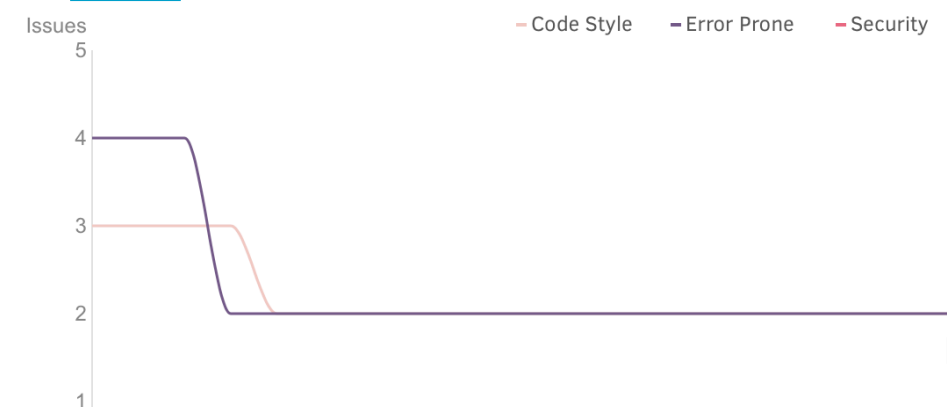
Issues

Severity

Churn/Complexity

Project quality

Coverage



SLACK

Artur's Slack ▾

● Markus Büchler

🔍 Alle Threads

Channels +

allgemein

codacy

github

travis-ci

zufällig

Direktnachrichten +

♥ slackbot

● Markus Büchler (du)

○ Artur Ott

Apps +

#codacy

☆ | 👤 2 | 🔖 0 | ✎ Thema hinzufügen


Sonntag, 21. Januar

📞 ⓘ ⚙️

issues

1 introduced and 3 fixed

Metrics

 Codacy APP 17:55 Uhr

Codacy just analysed commit [75d81a3e48](#) of risk-technologie

Artur ○

Not so good... This commit quality could be better.

Issues

1 introduced

Metrics

Codacy just analysed commit [4b78b876b7](#) of risk-technologie


Artur ○

Not so good... This commit quality could be better.

Issues

2 introduced

Metrics

 Codacy APP 19:30 Uhr

Codacy just analysed commit [778530b979](#) of risk-technologie

Artur ○


Not so good... This commit quality could be better.

Issues

3 introduced

Metrics

Gestern

 Codacy APP 00:04 Uhr

Codacy just analysed commit [a75e3ed2fd](#) of risk-technologie

artur-ott

Good work! A positive commit.

Issues

1 were fixed

Metrics

+ Nachricht an #codacy

@ 😊