

```
1 <html>
2   <head>
3     <title>Craps</title>
4
5     <style type="text/css" media="all">
6
7       .fill{
8         background-color: green;
9         width: auto;
10        height: 1000px;
11      }
12
13      .dice{
14        padding-left: 400px;
15      }
16    </style>
17
18    <script language="javascript">
19
20      //programmer: Aaron Yoon
21      //Project: craps simulation
22      //date: 10/16/23
23
24
25      //defines variables for start of the game
26      var points = 0 + 0;
27      var isFirstRoll = true;
28      //^^ used to determine win and lose conditions and when to apply them
29
30      function roll()
31      {
32        //make each dice roll a variable
33        var leftRoll = Math.floor((Math.random() * 6) + 1);
34        var rightRoll = Math.floor((Math.random() * 6) + 1);
35        var sum = leftRoll + rightRoll;
36
37        //output rolls and the sum of the rolls to labels
38        document.getElementById("leftLabel").innerHTML = leftRoll;
39        document.getElementById("rightLabel").innerHTML = rightRoll;
40        document.getElementById("sumLabel").innerHTML = sum;
41
42
43
44        //checks roll and changes the image of the dice that corresponds to the roll
45        if(leftRoll == 1)
46          leftDice.src = "resources/dice1.png";
47        else if(leftRoll == 2)
48          leftDice.src = "resources/dice2.png";
49        else if(leftRoll == 3)
50          leftDice.src = "resources/dice3.png";
51        else if(leftRoll == 4)
52          leftDice.src = "resources/dice4.png";
53        else if(leftRoll == 5)
54          leftDice.src = "resources/dice5.png";
55        else if(leftRoll == 6)
56          leftDice.src = "resources/dice6.png";
57
58        if(rightRoll == 1)
59          rightDice.src = "resources/dice1.png";
60        else if(rightRoll == 2)
61          rightDice.src = "resources/dice2.png";
62        else if(rightRoll == 3)
63          rightDice.src = "resources/dice3.png";
64        else if(rightRoll == 4)
65          rightDice.src = "resources/dice4.png";
66        else if(rightRoll == 5)
67          rightDice.src = "resources/dice5.png";
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68     else if(rightRoll == 6)
69         rightDice.src = "resources/dice6.png";
70
71     //first chunk is only if this is the first roll to determine certain win
    conditions
72     if(isFirstRoll){
73         //if you roll a 7 or 11 then you win
74         if(sum == 7 || sum == 11){
75             //pops up a message and resets the game
76             alert("You Win! Resetting-----");
77             resetGame();
78
79         }
80         //if you roll a 2, 3, or 12 then you lose
81         else if(sum == 2 || sum == 3 || sum == 12){
82             //pops up a message and resets the game
83             alert("You Lose! Resetting-----");
84             resetGame();
85         }
86
87         else{
88             //if you dont win or lose, you keep on going and you get points for
            what you rolled
89             points = sum;
90             isFirstRoll = false;
91             //changes the first roll condition to false because it is no longer
            teh first roll
92         }
93     }
94
95     else{
96         //if its not your first roll, then you only lose if you get a 7 or win
            if you get your point
97         if(sum == 7){
98             alert("You Lose! Resetting-----");
99             resetGame();
100         }
101         else if(points == sum){
102             alert("You Win! Resetting-----");
103             resetGame();
104         }
105     }
106
107
108
109     document.outputForm.outputBox.value = "Point to win:" + points;
110     //outputs points to the textbox
111 }
112
113 function resetGame(){
114     //resets everything back to what it was originally, points to 0, it is the
    first roll
115     points = 0;
116     isFirstRoll = true;
117     document.outputForm.outputBox.value = "Point to win:" + points;
118 }
119
120 </script>
121
122 </head>
123
124 <body>
125
126     <div class = fill>
127         <center>
128             <h1>Calculations and Functions</h1>
129             <br>

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130         </br>
131
132         <input type="button" name="btnCalculate" value="Calculate"
133             onclick="roll()" />
134
135     </br>
136 </br>
137 </br>
138
139     <label id = "leftLabel" style="font-size: 3em; position: absolute; top:
200px; left: 650px;">1</label>
140     <label id = "rightLabel" style="font-size: 3em; position: absolute; top:
200px; left: 850px;">2</label>
141
142     
143     
144
145 </br>
146 </br>
147     <label id="sumLabel" style="font-size:3em;">3</label>
148
149     <form name="outputForm">
150         <textarea readonly name="outputBox"
151             rows="25" cols="40">
152         </textarea>
153     </form>
154
155 </center>
156 </div>
157 </body>
158 </html>
159
160
161
```