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<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8" />
    <title>JavaScript</title>
    <style>
      .game {
        width: 90vw;
        max-width: auto;
        background-color: black;
        color: white;
      }
      .gameArea {
        display: grid;
        grid-template-columns: repeat(2, 1fr);
      }
      .gamer {
        height: 150px;
        text-align: center;
        background-color: white;
        color: black;
        border: 1px solid black;
        text-align: center;
      }
      .coin {
        width: 90px;
        height: 90px;
        line-height: 100px;
        font-size: 4em;
        border-radius: 50%;
        background-color: gold;
        margin: auto;
        border: 1px solid black;
        text-shadow: 1px 1px;
      }
      .dash {
        text-align: center;
        padding: 10px;
      }
      .btn {
        margin: 10px;
      }
      .score {
        text-align: center;
      }
    </style>
  </head>
  <body>
    <div class="game"></div>
    <script src="code10.js"></script>
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</body>
</html>
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const main = document.querySelector(".game");
const vals = ["♥", "😄"];
const numPlayers = 9;
const numsA = numPlayers > 3 ? 3 : numPlayers;
const game = { players: [], total: 0 };
const scoreDiv = maker("div", main, "score", "Score");
const gameArea = maker("div", main, "gameArea", "");
gameArea.style.setProperty(`grid-template-columns`, `repeat(${numsA},1fr)`);
const coins = [];
const btns = [];
const dashboard = maker("div", main, "dash", "");
makePlayers();
const btn = maker("button", dashboard, "btn", "Flip Coin");
function makePlayers() {
  for (i = 0; i < numPlayers; i++) {
    const player = maker("div", gameArea, "gamer", `Coin ${i + 1}`);
    const Coin = maker("div", player, "coin", "♥");
    Coin.val = 1;
    coins.push(Coin);
    const btn1 = maker("button", player, "btn", `Heads ${vals[1]}`);
    btn1.val = 1;
    btn1.style.backgroundColor = "white";
    btn1.style.color = "black";
    btn1.onclick = flipSelection;
    btns.push(btn1);
    game.players.push(0);
  }
}

btn.onclick = (e) => {
  btn.disabled = true;
  coins.forEach((ele) => {
    ele.style.backgroundColor = "black";
    ele.textContent = " ";
  });
  setTimeout(flipper, 500);
};

function flipSelection(e) {
  const ele = e.target;
  console.log(ele.val);
  if (ele.val == 1) {
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    ele.innerHTML = `Tails ${vals[0]}`;
    ele.style.backgroundColor = "black";
    ele.style.color = "white";
    ele.val = 0;
  } else {
    ele.textContent = `Heads ${vals[1]}`;
    ele.style.backgroundColor = "white";
    ele.style.color = "black";
    ele.val = 1;
  }
}

function maker(t, p, c, h) {
  const el = document.createElement(t);
  el.classList.add(c);
  el.innerHTML = h;
  return p.appendChild(el);
}

/*
for (let i = 0; i < 100; i++) {
  const boo = Math.floor(Math.random() * +0.5);
  console.log(boo);
}
*/

function flipper() {
  // check for match
  game.total++;
  coins.forEach((ele, ind) => {
    const boo = Math.floor(Math.random() + 0.5);
    ele.innerHTML = vals[boo];
    console.log(btns[ind].val);
    console.log(ele.val);
    ele.val = boo;
    ele.style.backgroundColor = "gold";
    btn.disabled = false;
    checker(ele.val, btns[ind].val, ind);
  });
  let html = `Total ${game.total}<br>| `;
  game.players.forEach((pla, i) => {
    html += `P${i + 1} (${game.players[i]}) | `;
  });
  scoreDiv.innerHTML = html;
}

function checker(coinVal, btnVal, ind) {
  if (btnVal == coinVal) {
    console.log(`${ind} was correct`);
    game.players[ind]++;
  } else {
    console.log(`${ind} was wrong`);
  }
}

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}  
}
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