

pragma solidity ^0.4.17;	
	contract Coinflip {
	address owner;
	function Coinflip() public{
	owner = msg.sender;
	}
	function getBalance() constant
	public returns (uint){
	return address(this).balance;
	}
	function flip() payable
	public{
	uint time = block.timestamp;
	uint bet = msg.value;
	if(time % 2 == 0){
	msg.sender.transfer(bet*2);
	}
	}
	}

(function (Contract) {	
	var web3;
	var instance;
	function init(cb) {
	web3 = new Web3(
	(window.web3 &&
	window.web3.currentProvider)
	new
	Web3.providers.HttpProvider(Co
	ntract.endpoint));

	<code>var contract_interface =</code>
	<code>web3.eth.contract(Contract.abi</code>
	<code>);</code>
	<code>instance =</code>
	<code>contract_interface.at(Contract</code>
	<code>.address);</code>
	<code>cb();</code>
	<code>}</code>
	<code>function getMessage(cb) {</code>
	<code>instance.message(function</code>
	<code>(error, result) {</code>
	<code>cb(error, result);</code>
	<code>});</code>
	<code>}</code>
	<code>\$(document).ready(function ()</code>
	<code>{</code>
	<code>init(function () {</code>
	<code>getMessage(function (error,</code>
	<code>result) {</code>
	<code>if (error) {</code>
	<code>console.error("Could not get</code>
	<code>article:", error);</code>
	<code>return;</code>
	<code>}</code>
	<code>\$('#message').append(result);</code>
	<code>});</code>
	<code>});</code>
	<code>});</code>
	<code>})(Contracts['HelloWorld']);</code>

<code>pragma solidity ^0.4.17;</code>	
	<code>contract Coinflip {</code>
	<code>address owner;</code>

	mapping(address => bool) lastFlip;
	function Coinflip() public{
	owner = msg.sender;
	}
	function getBalance() constant public returns (uint){
	return address(this).balance;
	}
	function getLastFlip(address player) constant public returns (bool){
	return lastFlip[player];
	}
	function flip() payable public{
	uint time = block.timestamp;
	uint bet = msg.value;
	if(time % 2 == 0){
	msg.sender.transfer(bet*2);
	lastFlip[msg.sender] = true;
	}
	else{
	lastFlip[msg.sender] = false;
	}
	}
	function deposit() payable public {
	}
	}

(function (Contract) {	
	var web3_instance;
	var instance;
	var accounts;
	function init(cb) {
	web3_instance = new Web3(
	(window.web3 &&
	window.web3.currentProvider)
	new
	Web3.providers.HttpProvider(Contract.endpoint));
	accounts = web3.eth.accounts;
	var contract_interface =
	web3_instance.eth.contract(Contract.abi);
	instance =
	contract_interface.at(Contract.address);
	cb();
	}
	function getBalance() {
	instance.getBalance(function
	(error, result) {
	if(error){
	alert(error);
	}
	else{
	\$
	("#balance").html(result.toString());
	}
	});
	}
	function
	waitForReceipt(txHash, cb){

	web3_instance.eth.getTransactionReceipt(txHash,
	function(error, receipt){
	if(error){
	alert(error);
	}
	else if(receipt !== null){
	cb(receipt);
	}
	else{
	window.setTimeout(function(){
	waitForReceipt(txHash, cb);
	}, 5000);
	}
	})
	}
	function getResult(){
	instance.getLastFlip(accounts[
	0], function(error, result){
	if(result){
	\$("#result").html("You won!");
	}
	else{
	\$("#result").html("You
	lost!");
	}
	});
	}
	function flip(){
	let val = parseInt(\$
	("#bet").val());
	instance.flip.sendTransaction(
	{from: accounts[0],
	gas:100000, value: val},
	function(error, txHash){
	if(error){
	alert(error);
	}

	else{
	waitForReceipt(txHash,
	function(receipt){
	if(receipt.status === "0x1"){
	getResult();
	getBalance();
	}
	else{
	alert("receipt status fail");
	}
	});
	}
	})
	}
	\$(document).ready(function ()
	{
	init(function () {
	getBalance();
	});
	\$("#submit").click(function(){
	flip();
	})
	});
	})(Contracts['Coinflip']);

<!DOCTYPE html>	
	<html lang="en">
	<head>
	<script type="text/javascript" src="https://unpkg.com/jquery@3.3.1/dist/jquery.js"></script>
	<script type="text/javascript" src="https://unpkg.com/web3@0.20.5/dist/web3.min.js"></script>
	<!-- JAVASCRIPT -->
	<!-- STYLE -->
	</head>

	<body>
	<h1>Hello World DApp</h1>
	<p>Welcome to the coinflip contract</p>
	<h2>Balance: <span id="balance"></span></h2>
	<input id="bet" type="number"/>
	<button id="submit">Submit</button>
	<h3 id="result"></h3>
	</body>
	</html>