

## **Comp I25 - Visual Information Processing**

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Spring Semester 2018 - week 5 - wednesday

Dr Nick Hayward

## Fun exercise - using arrays

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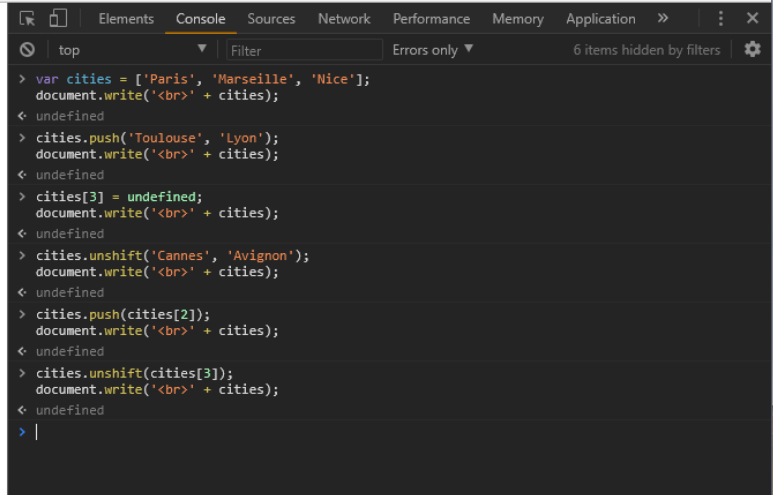
- create a new array, named **cities**, with the following values
  - *Paris, Marseille, Nice*
- add the following values to the end of the array
  - *Toulouse, Lyon*
- remove the fourth value from the array
- add the following values to the start of the array
  - *Cannes, Avignon*
- move the third value in the array to the end of the array
- move the fourth value in the array to the start of the array

Output each answer to the document with a line break between each result.

## Fun exercise - using arrays

answer variant I...

Paris,Marseille,Nice  
Paris,Marseille,Nice,Toulouse,Lyon  
Paris,Marseille,Nice,,Lyon  
Cannes,Avignon,Paris,Marseille,Nice,,Lyon  
Cannes,Avignon,Paris,Marseille,Nice,,Lyon,Paris  
Marseille,Cannes,Avignon,Paris,Marseille,Nice,,Lyon,Paris



```
< Elements Console Sources Network Performance Memory Application >> < X
top Filter Errors only 6 items hidden by filters
> var cities = ['Paris', 'Marseille', 'Nice'];
document.write('<br>' + cities);
< undefined
> cities.push('Toulouse', 'Lyon');
document.write('<br>' + cities);
< undefined
> cities[3] = undefined;
document.write('<br>' + cities);
< undefined
> cities.unshift('Cannes', 'Avignon');
document.write('<br>' + cities);
< undefined
> cities.push(cities[2]);
document.write('<br>' + cities);
< undefined
> cities.unshift(cities[3]);
document.write('<br>' + cities);
< undefined
> |
```

Fun Exercise - using arrays - variant I

## Fun exercise - using arrays

answer variant 2...

Paris,Marseille,Nice  
Paris,Marseille,Nice,Toulouse,Lyon  
Paris,Marseille,Nice,Lyon  
Cannes,Avignon,Paris,Marseille,Nice,Lyon  
Cannes,Avignon,Paris,Marseille,Nice,Lyon,Paris  
Marseille,Cannes,Avignon,Paris,Marseille,Nice,Lyon,Paris  
Marseille,Cannes,Avignon  
Nice,Lyon,Paris  
New cities array = Marseille,Cannes,Avignon,Nice,Lyon,Paris

```
Elements Console Sources Network Performance Memory Application » | ⋮ X
top Filter Errors only 9 items hidden by filters ⚙
> var cities = ['Paris', 'Marseille', 'Nice'];
  document.write('<br>' + cities);
< undefined
> cities.push('Toulouse', 'Lyon');
  document.write('<br>' + cities);
< undefined
> cities.splice(3,1);
  document.write('<br>' + cities);
< undefined
> cities.unshift('Cannes', 'Avignon');
  document.write('<br>' + cities);
< undefined
> cities.push(cities[2]);
  document.write('<br>' + cities);
< undefined
> cities.unshift(cities[3]);
  document.write('<br>' + cities);
< undefined
> var cities1 = cities.slice(0, 3);
  document.write('<br>' + cities1);
< undefined
> var cities2 = cities.slice(5);
  document.write('<br>' + cities2);
< undefined
> var cities = cities1.concat(cities2);
  document.write('<br>New cities array = ' + cities);
< undefined
> |
```

Fun Exercise - using arrays - variant 2

## HTML & JavaScript - embed JavaScript

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- start by embedding JavaScript in HTML
  - *add a `<script>` element to the HTML document*

```
<script>
var title = "Welcome to Castalia...";
console.log(title);
</script>
```

- in a browser's console
  - *each line would be executed with Return keypress*
  - *in a HTML file*
  - *JS run from top to bottom at one time*
  - *`console.log` - value will be output to browser's console*

## HTML & JavaScript - create a game

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- common first game to create with many languages is **Hangman**
  - *a word-guessing game*
  - *one player picks a secret word*
  - *the second player tries to guess*
  - *a word is chosen with a known length, e.g. **WALDZELL***
  - *8 letters in the word expressed using empty characters*

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- as second player guesses a correct letter
  - *we can add it to the output, e.g.*

L Z E

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- good test of JavaScript usage and structure
  - *data usage*
    - *interaction and input*
    - *output and updates...*

# HTML & JavaScript - create a game - basic HTML page

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## v0.1

- start by creating a basic HTML page for the game
  - *add header for page*
    - text input for player guess
    - render hangman data to document

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
    <!-- gaming title -->
    <title>Hangman Game</title>
  </head>
  <body>
    <header>
      <h3>Waldzell Gaming - Hangman</h3>
    </header>
    <main>
      <section>
        <header>
          <h4>play a game</h4>
        </header>
      </section>
      <section>
        <header>
          <h4>game updates</h4>
        </header>
      </section>
      <aside>
        <!-- add some game instructions... -->
      </aside>
    </main>
  </body>
</html>
```

## HTML & JavaScript - create a game - game logic

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- JavaScript - game logic includes
  - *player picks a random word for the game*
  - *logic needs to accept a player's guess*
  - *check if guess is a valid letter*
  - *record correct letters chosen by player*
  - *record counter of incorrect letters chosen by player*
  - *output game progress to player*
  - *finish the game*
    - *either the player guesses the word correctly*
    - *or the player guesses incorrectly too many times...*



## HTML & JavaScript - create a game - add JS file

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- create new JavaScript file for game logic
  - e.g. `game.js`
  - add standard reference to JS file in `index.html`

```
<head>
<meta charset="UTF-8">
<!-- gaming title -->
<title>Hangman Game</title>
<!-- script files -->
  <script src="./assets/js/game.js"></script>
</head>
```

- we'll move this script element later in the development

# HTML & JavaScript - create a game - game logic

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## part I - random word

- use JS built-in Math object
  - use *random* method to get value
  - round the value down with *floor* method

```
// random words for game
var gameWords = [
  "dragon",
  "wizard",
  "eagle",
  "hobbit",
  "earth",
  "planets",
  "geography"
];

// pick a random word for a new game
var gameWord = gameWords[Math.floor(Math.random() * gameWords.length)];

// check random word in console
console.log('game word = ' + gameWord);
```

- W3Schools - Math object

## References

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- [W3Schools - Math object](#)