

CvSU Vision

The premier University in historic Cavite recognized for excellence in the development of globally competitive and morally upright individuals.

**CAVITE STATE UNIVERSITY****Imus Campus**

Cavite Civic Center Palico IV, Imus, Cavite
(046) 471-66-07 / (046) 471-67-70 / (046) 686- 23-49
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CvSU Mission

Cavite State University shall provide excellent, equitable and relevant educational opportunities in the arts, sciences and technology through quality instruction and responsive research and development activities.

It shall produce professional, skilled and morally upright individuals for global competitiveness.

DEPARTMENT OF COMPUTER STUDIES
ITEC 106 – IT ELECTIVE 2 (WEB SYSTEM AND TECHNOLOGIES 2)

Name : Elijah Gabriel G. Divosion	Section : BSIT 3C
Assignment No : 2	Submission Date : March. 21, 2025
Assignment Title: Rock Paper Scissors	

Code :**HTML FILE**

```
<DOCTYPE html>
<head>
</head>
<body>
<div id="game">
  <h1><b>Rock - Paper - Scissors</b></h1>
  <div id="choices">
    
    
    
  </div>
  <div id="result"></div>
  <button id="play-again" onclick="reset()">Play Again</button>
</div>
</body>
</html>
```

JS FILE

```
<script>
function play(userChoice) {
  const choices = ['rock', 'paper', 'scissors'];
  const computerChoice = choices[Math.floor(Math.random() * choices.length)];

  document.getElementById('rock').style.pointerEvents = 'none';
  document.getElementById('paper').style.pointerEvents = 'none';
  document.getElementById('scissors').style.pointerEvents = 'none';
```

**DEPARTMENT OF COMPUTER STUDIES****ITEC 106 – IT ELECTIVE 2 (WEB SYSTEM AND TECHNOLOGIES 2)**

```

document.getElementById('result').innerHTML = `PLAYER: ${userChoice} <br> COMPUTER:
${computerChoice}. <br>`;
document.getElementById('result').innerHTML += getResult(userChoice, computerChoice);

document.getElementById('play-again').style.display = 'inline';
}

function getResult(userChoice, computerChoice) {
  if (userChoice === computerChoice) {
    return "<span style='font-weight: bold;'>It's a tie!</span>";
  } else if ((userChoice === 'rock' && computerChoice === 'scissors') || (userChoice === 'paper'
&& computerChoice === 'rock') || (userChoice === 'scissors' && computerChoice === 'paper')) {
    return "<span style='color:green; font-weight: bold;'>You win!</span>";
  } else {
    return "<span style='color:red; font-weight: bold;'>Computer wins!</span>";
  }
}

function reset() {
  document.getElementById('result').innerHTML = "";
  document.getElementById('play-again').style.display = 'none';
  document.getElementById('rock').style.pointerEvents = 'auto';
  document.getElementById('paper').style.pointerEvents = 'auto';
  document.getElementById('scissors').style.pointerEvents = 'auto';
}
</script>

```

CSS FILE

```

body {
  font-family: Arial, sans-serif;
}
#game {
  text-align: center;
}
#choices img {
  width: 120px;
  height: 120px;
  cursor: pointer;
  background-color: aqua;
}

```

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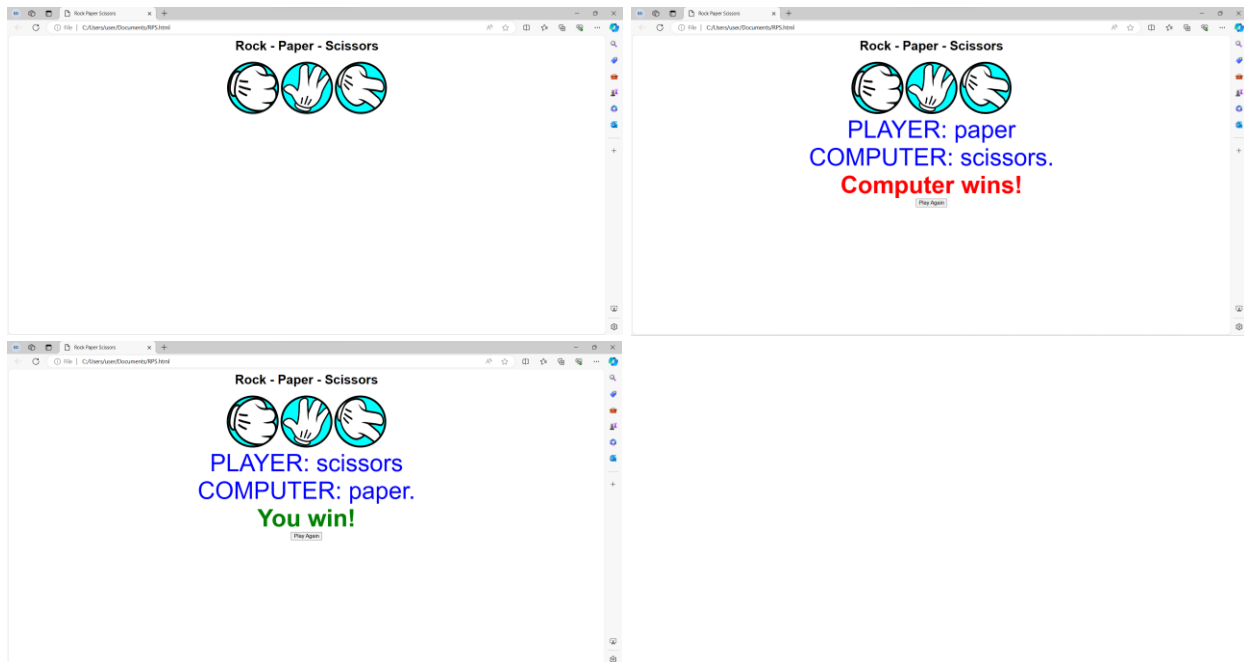
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```
border-radius: 50%;  
border: 5px solid black;  
}
```

```
#result {  
font-size: 60px;  
color: blue;  
}  
#play-again {  
display: none;  
}
```

SCREENSHOT



Dictionary:

- **Math.random()** - You can then use this number to create randomness in your code, such as selecting a random element from an array.



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Syntax:

```
const randomNumber = Math.random();  
console.log(randomNumber);
```

Example: Generate a random number between 0 and 1

- **getResult** - It compares these choices to determine the outcome

Syntax:

```
function getResult(guess, correctAnswer) {  
    return guess === correctAnswer ? "You guessed it right!" : "Sorry, your guess was  
    incorrect.";  
}
```

- **\$** - allows for string interpolation in JavaScript. It's used to embed expressions (variables, functions, etc.) within a string.

Syntax:

```
const userChoice = 'rock';  
const computerChoice = 'paper';  
const resultMessage = `PLAYER: ${userChoice} <br> COMPUTER:  
${computerChoice}.`;
```

- **style.pointerEvents** - a property in JavaScript that allows you to control whether an element can be the target of pointer events such as click, hover, and drag

Syntax:

```
const element = document.getElementById('example');  
element.style.pointerEvents = 'auto';
```

- **innerHTML**- is a property in JavaScript that allows you to get or set the HTML content inside an element

Syntax`<div id="example">Original content</div>`

`<button onclick="changeContent()">Change Content</button>`

`<script>`

```
function changeContent() {  
    // Get the element by its ID and update its content  
    document.getElementById('example').innerHTML = 'New content';  
}  
</script>
```