



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

Name : Rynella Cacho	Section : BSIT 3C
Assignment No : 2	Submission Date : Mar. 16, 2024
Assignment Title: Rock, Paper, Scissor	

Code:**HTML FILE**

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta http-equiv="X-UA-Compatible"
content="IE=edge" />
    <meta name="viewport"
content="width=device-width, initial-scale=1.0"
/>
    <title>Rock Paper Scissors</title>
    <link rel="stylesheet" href="style.css" />
  </head>
  <body>
    <section class="container">
      <div class="result_field">
        <div class="result_images">
          <span class="user_result">
            
          </span>
          <span class="cpu_result">
            
          </span>
        </div>
      </div>
    </section>
  </body>
</html>
```

```
<div class="result">Let the game
begin!</div>
</div>

<div class="option_images">
  <span class="option_image">
    
    <p>Rock</p>
  </span>
  <span class="option_image">
    
    <p>Paper</p>
  </span>
  <span class="option_image">
    
    <p>Scissors</p>
  </span>
</div>
</section>

<script src="script.js" defer></script>
</body>
</html>
```

JS FILE

```
const gameContainer =
document.querySelector(".container"),
```

```
userResult =
document.querySelector(".user_result img"),
```



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```

cpuResult =
document.querySelector(".cpu_result img"),
  result = document.querySelector(".result"),
  optionImages =
document.querySelectorAll(".option_image");

optionImages.forEach((image, index) => {
  image.addEventListener("click", (e) => {
    image.classList.add("active");

    userResult.src = cpuResult.src =
    "images/rock.png";
    result.textContent = "Wait...";

    optionImages.forEach((image2, index2) => {
      index !== index2 &&
      image2.classList.remove("active");
    });

    gameContainer.classList.add("start");

    let time = setTimeout(() => {
      gameContainer.classList.remove("start");

      let imageSrc =
      e.target.querySelector("img").src;
      userResult.src = imageSrc;

```

```

let randomNumber =
Math.floor(Math.random() * 3);
  let cpuImages = ["images/rock.png",
  "images/paper.png", "images/scissors.png"];
  cpuResult.src = cpuImages[randomNumber];

  let cpuValue = ["R", "P",
  "S"][randomNumber];
  let userValue = ["R", "P", "S"][index];

  let outcomes = {
    RR: "Draw",
    RP: "Computer",
    RS: "You",
    PP: "Draw",
    PR: "You",
    PS: "Computer",
    SS: "Draw",
    SR: "Computer",
    SP: "You",
  };

  let outComeValue = outcomes[userValue +
  cpuValue];

  result.textContent = userValue ===
  cpuValue ? "Tie" : `${outComeValue} Won!`;
  }, 2500);
});
});

```

CSS FILE

```

@import
url("https://fonts.googleapis.com/css2?family=Po
ppins:wght@200;300;400;500;600;700&display=
swap");
* {
  margin: 0;
  padding: 0;
  box-sizing: border-box;

```

```

font-family: "Poppins", sans-serif;
}
body {
  height: 100vh;
  display: flex;
  align-items: center;
  justify-content: center;
  background: #000000;

```

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```
}
::selection {
  color: #fff;
  background-color: #7d2ae8;
}
.container {
  padding: 2rem 7rem;
  border-radius: 14px;
  background: #fff;
  box-shadow: 0 5px 10px rgba(0, 0, 0, 0.1);
}
.result_images {
  display: flex;
  column-gap: 7rem;
}
.container.start .user_result {
  transform-origin: left;
  animation: userShake 0.7s ease infinite;
}
@keyframes userShake {
  50% {
    transform: rotate(10deg);
  }
}

.container.start .cpu_result {
  transform-origin: right;
  animation: cpuShake 0.7s ease infinite;
}
@keyframes cpuShake {
  50% {
    transform: rotate(-10deg);
  }
}

.result_images img {
  width: 100px;
}
.user_result img {
  transform: rotate(90deg);
}
.cpu_result img {
  transform: rotate(-90deg) rotateY(180deg);
}

.result {
  text-align: center;
  font-size: 2rem;
  color: #000000;
  margin-top: 1.5rem;
}

.option_image img {
  width: 50px;
}
.option_images {
  display: flex;
  align-items: center;
  margin-top: 2.5rem;
  justify-content: space-between;
}
.container.start .option_images {
  pointer-events: none;
}
.option_image {
  display: flex;
  flex-direction: column;
  align-items: center;
  opacity: 0.5;
  cursor: pointer;
  transition: opacity 0.3s ease;
}
.option_image:hover {
  opacity: 1;
}
.option_image.active {
  opacity: 1;
}
.option_image img {
  pointer-events: none;
}
.option_image p {
  color: #7d2ae8;
  font-size: 1.235rem;
  margin-top: 1rem;
  pointer-events: none;
}
```

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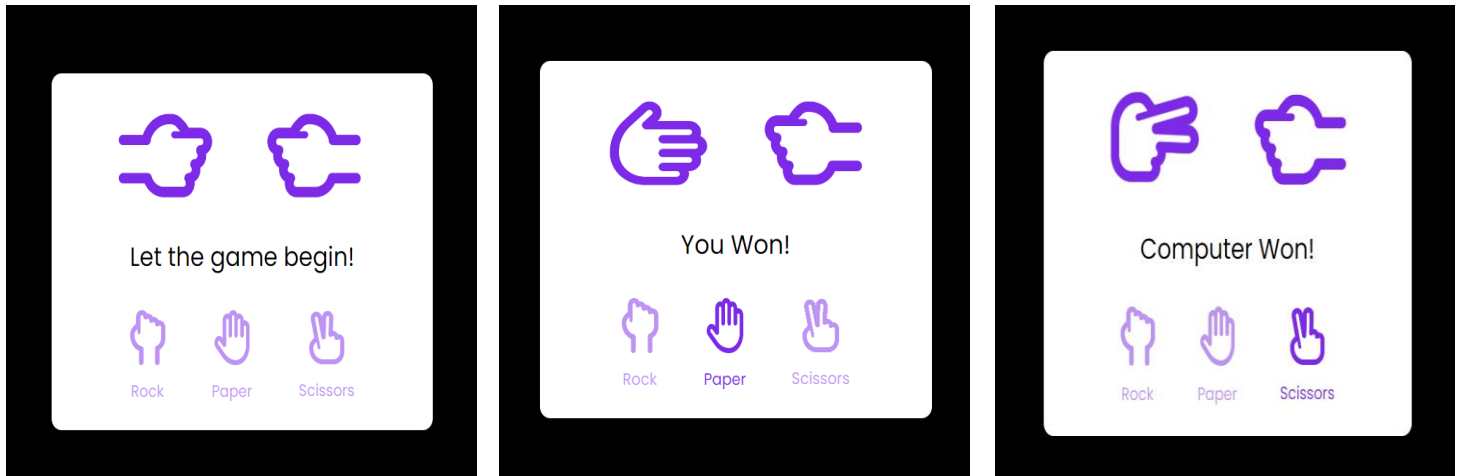
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SCREENSHOT



Dictionary:

- **optionImages.forEach((image2, index2) =>** - This line of code iterates over each element in the array 'optionImages' and executes a function for each element. The function takes two parameters: 'image2', which represents the current element being processed, and 'index2', which represents the index of the current element in the array. This construct is typically used in JavaScript for tasks such as performing operations on each element in an array or setting up event listeners for multiple elements.
- **Syntax :** optionImages.forEach((image2, index2) =>
- **index !== index2 && image2.classList.remove("active");** - This line of code checks if the variable 'index' is not equal to the variable 'index2'. If that condition is true, it then removes the "active" class from the HTML element with the class "image2".
Syntax : index !== index2 && image2.classList.remove("active");
- **gameContainer.classList.remove("start");** - This line of code removes the CSS class "start" from the HTML element with the class "gameContainer". It essentially changes the styling or behavior of that element, as defined by the "start" class in the CSS, depending on how it's styled or manipulated.
Syntax : gameContainer.classList.remove("start");

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- **result.textContent = "Wait...";** - This line of code sets the text content of an HTML element with the ID "result" to "Wait...".
Syntax : result.textContent = "Wait...";
- **let randomNumber = Math.floor(Math.random() * 3);** - This line generates a random integer between 0 and 2 (inclusive) and assigns it to the variable 'randomNumber'.
- **Syntax :** let randomNumber = Math.floor(Math.random() * 3);