

Slot Machine Game

Knowledge Check:

Question 1

Given the following HTML element, how would I access what the user types:

```
<input type="text" id="message">
```

- A) document.getElementById("message").value;
- B) document.getElementById("message").innerHTML;
- C) document.getElementById(message).value;
- D) document.getElementById(message).innerHTML;

Knowledge Check:

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- A) **document.getElementById("message").value;**
- B) document.getElementById("message").innerHTML;
- C) document.getElementById(message).value;
- D) document.getElementById(message).innerHTML;

Knowledge Check:

Question 2

Given the following HTML element, what property would I use to see if it is selected?

This is a checkbox: ☐

```
<input type="checkbox" id="message">
```

- A) selected
- B) disabled
- C) checked
- D) ticked

Knowledge Check:

Question 2

Given the following HTML element, what property would I use to see if it is selected?

This is a checkbox: ☐

```
<input type="checkbox" id="message">
```

- A) selected
- B) disabled
- C) checked**
- D) ticked

Knowledge Check:

Question 3

When we try to access an HTML element that does not exist, what is returned:

- A) Error
- B) Null
- C) Undefined
- D) 0

Knowledge Check:

Question 3

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- A) Error
- B) Null**
- C) Undefined
- D) 0

Activity - Slot Machine

- Download the slot machine starting code from FOL Week 7 folder.
- Let's take a look at the starting code

Slot Machine

Cash: \$\$\$\$.\$\$

Play Slots!

Bet Maximum

Reset

Bet:

Place your bet to play!

Game result!



Activity - Slot Machine

- Let's declare a few global variables:
 - constant STARTING_CASH which is the value 1000.00
 - var cashOnHand which is set to STARTING_CASH
- Let's make a function to validate the user's bet.
- Have a constant MINIMUM_BET which is the value 10.00
- When the user types in the tb_Bet number field, let's check if it's a valid bet (it has to be \geq MINIMUM_BET, not empty, and \leq cashOnHand), and provide feedback to the user in the d_Output <div>. Use the **oninput** event which occurs as the user enters data.
Also don't let the user click the Play Slots! button if the bet isn't valid

```
document.getElementById(ID).value
```

Activity - Slot Machine

- When the user clicks “Bet Maximum”, the user’s Bet should be set to all the money they have available.
 - You also probably want to call your bet validation function.

```
document.getElementById(ID).value
```

Activity - Slot Machine

- **Let's make some helper functions:**
 - Make a **return function** which will return the image source for our slot machine as a string.
 - This function should take a single **argument**
 - The argument will be a number between 1 and 3 representing the potential images we can get on our machine (these images are in starting code folder!):
 - 1 - Seven-512.png ... return "Seven-512.png"
 - 2 - Cherry-512.png
 - 3 - Bell-512.png
 - Otherwise default.png

Activity - Slot Machine

- **Let's make some helper functions:**
 - Make a void function that updated the paragraph with the id p_Cash with the amount of cash the user has (cashOnHand)
 - Make a void function that takes one argument. The argument is a string representing a message. This function updates the d_Feedback <div> with the message.

Activity - Slot Machine

- **Let's give functionality to the "Play Slots!" button**
 - When the user clicks "Play Slots!" we should:
 - Read the bet value
 - Generate 3 random numbers between 1 and 3. One number for each slot.
Formula: $\text{Math.floor}(\text{Math.random()} * \text{MAX}) + 1$;
 - Set the **src property** of the HTML image elements to their respective randomly chosen image - use the helper function we previously made!
 - Hint: Now is a good time to test your code!
 - **Winning multipliers:** If all 3 slots are the same you win. (Update cashOnHand)
 - If all 3 are seven you win 2x your bet
 - If all 3 are cherry you win 1.5x your bet
 - If all 3 are bell you will 1.25x your bet
 - If you lose, you lose your bet
 - Update the "Cash: \$" value and show a message to the user with how much they won or loss and their new balance (d_Feedback)- use the helper functions!
 - Check to see if the bet is valid again, the user may not have enough money to play again!

Activity - Slot Machine

- **Reset the board**

The user wants to try their luck again! When the user clicks reset, everything should go back to how it started.

Make a function that:

- Reset their cash on hand to \$1000 make sure this value is displayed

- Clear the bet field

- Set the d_Output and d_Feedback messages back to what they were initially

- Reset the pictures to default.png

- Disable the Play Slots button to ensure the user enters a valid bet.

- We should also call this function in our <script> so we guarantee that when a user loads the page, everything is fresh!