#### 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 www.cvsu.edu.ph

## 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) Laboratory Group Activity # 2

- I. Game Activity (Jack and Poy ): (100 point)
  - 1. Create a program and flowchart of jack and poy

### Jack and Poy:

- 1. Users can input the number of rounds. Prompt "Enter the number of rounds:"
  - a. Note: If the user's input is not a number, display an error message: "Invalid Input: Please enter the correct number."
- 2. Users can enter a number of picks [1. Scissors | 2. Rock | 3. Paper ]
  - a. "Choices:
    - 1. Scissor
    - 2. Rock
    - 3. Paper

### Enter the number of pick/choice:"

- i. Note: If the user inputs a number that is not within the range of available choices (1, 2, or 3), display an error message: "Invalid Input: Please enter the correct number"
- b. Display user pick and computer random pick and result.
  - i. Example

PLAYER: Scissor COMPUTER: Scissor IT's A TIE

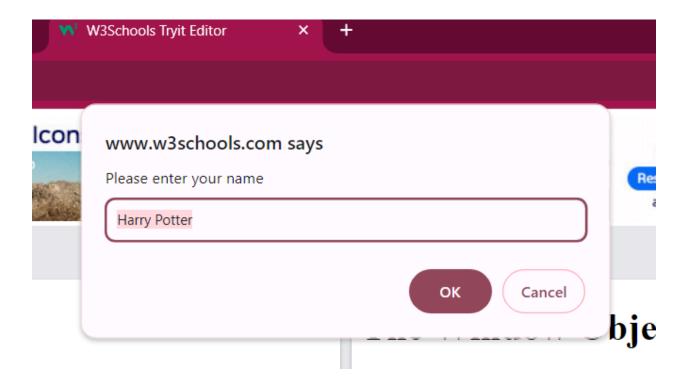
- c. Repeat the process until the number of rounds is reached. If the number of rounds is reached, display the total score and result.
  - i. Example

PLAYER: 1 COMPUTER: 2 YOU LOSE

- d. Prompt message "Do you want to play again? yes or no"
  - Note: If the user is unable to input 'yes' or 'no', display an error message: "Invalid Input: Please enter 'yes' or 'no'."
- e. If the user enters 'Yes', go to step 1. Else, prompt message: "Thank you!"

### **Prompt** for a user name and output a message:

```
let person = prompt("Please enter your name", "Harry Potter");
if (person != null) {
  document.getElementById("demo").innerHTML =
   "Hello " + person + "! How are you today?";
}
```



**Recursion** is a process of calling itself. A function that calls itself is called a recursive function.

```
The syntax for recursive function is:
function recurse() {
    // function code
    recurse();
    // function code
}
recurse();
```

```
function recurse() {
    // function code
    recurse();
}
recurse();
```