



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

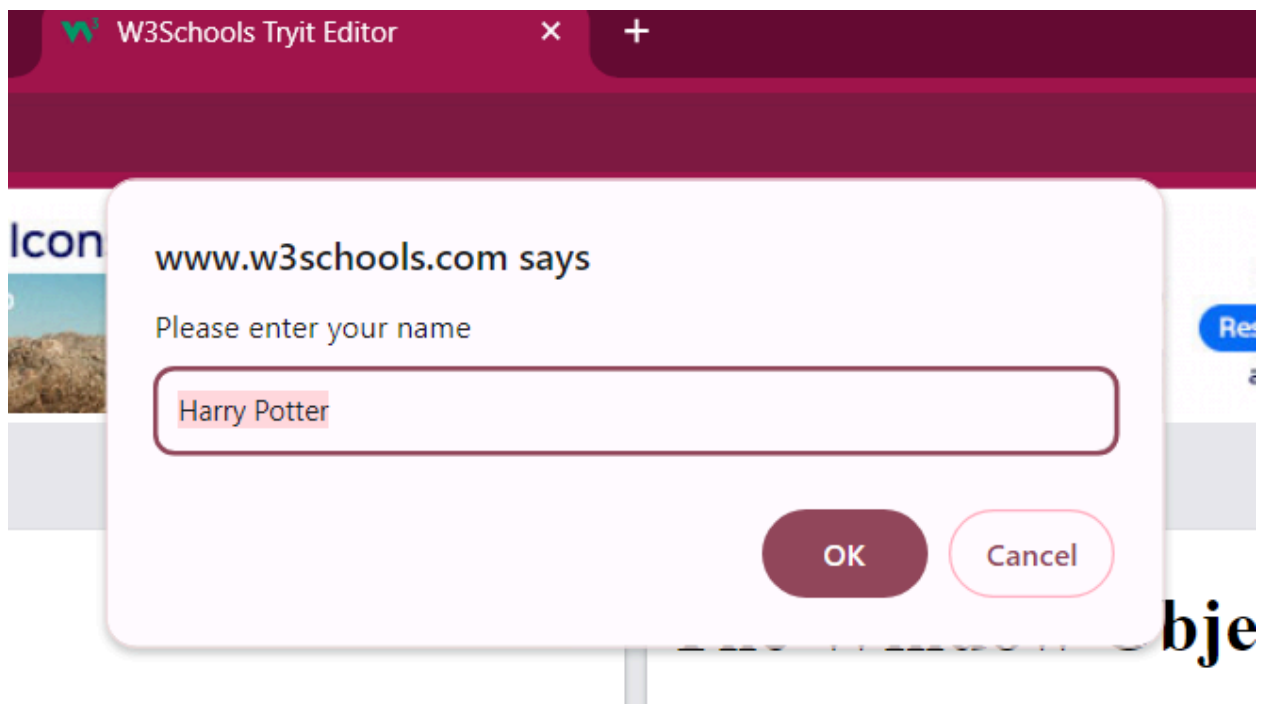
Jack and Poy:

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”
 - i. 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();
```

function
call