**ICP 3: Bootstrap, JavaScript**

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# Introduction

This ICP covered Bootstrap basics with consideration to Grid Layout, the fundamentals of Responsive Web Design, and an introduction to JavaScript. The ICP was broken into two parts, Part One was to create a Rock/Paper/Scissors game while Part Two was to create a page with multiple image and text fields that were responsive to varying display sizes. Part One will use code from Nathan Cheney’s Git page, while Part Two will use code from Joe Moon’s Git page.

# Part 1:

We were instructed to create a Rock/Paper/Scissors game using JavaScript for the logic and HTML to implement the user interface. Building off of ICP 2’s styling instruction, we now incorporated buttons. The buttons were layed out using Bootstrap’s column configuration to ensure the game was presentable regardless of the display size.

Text

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Logic was then applied in the JavaScript file, with the computer\_choice function using a random number generator to chose from an array of the three options. This selection would then be displayed on the webpage and used in the compare function. The compare function then checks for the winner using a series of if statements. If a winner is found, Element Id ‘winner’ is assigned the victor otherwise tie is assigned.

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The computer choice and winner are then announced.

Text

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**Result:**

Graphical user interface

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