52 lines (43 sloc) | 1.37 KB

```javascript
describe('Game', function() {
  var game
  beforeEach(function(){
      game = new Game();
  });

  it('should be able to create one frame', function(){
    expect(game._newFrame()).toEqual('Added new frame')
  });

  it('should be able to play round 1', function(){
    game.playRound1(4);
    expect(game.currentframe).toEqual([4]);
  });

  it('should clear the current frame when end of second round', function(){
      game.playRound1(4);
      game.playRound2(5);
      expect(game.currentframe).toEqual([]);
    });

  it('should add the current frame to the frames array', function(){
      game.playRound1(4);
      game.playRound2(5);
      expect(game._frames).toEqual([[0,0],[0,0],[4,5]]);
    });

  it('should be able to count the total score', function(){
    game.playRound1(4);
    game.playRound2(5);
    expect(game.totalscore).toEqual(9);
  });

  it('if a spare has been thrown, the next game should add the pins twice to the total score', function(){
    game.playRound1(1);
    game.playRound2(9);
    game.playRound1(5);
    game.playRound2(3);
    expect(game.totalscore).toEqual(26);
  })

  it('if a strike has been thrown, the next 2 games should add the pins twice to the total score', function(){
    game.playRound1(10);
    game.playRound1(1);
    game.playRound2(1);
    game.playRound1(1);
    game.playRound2(1);
    expect(game.totalscore).toEqual(18);
  })

});
```

Tree: **89318d536a** ▾   **bowling-challenge** / app / public / spec / **SpecHelper.js**   Find file   Copy path

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16 lines (14 sloc) | 320 Bytes

```javascript
beforeEach(function () {
  jasmine.addMatchers({
    toBePlaying: function () {
      return {
        compare: function (actual, expected) {
          var player = actual;

          return {
            pass: player.currentlyPlayingSong === expected && player.isPlaying
          };
        }
      };
    }
  });
});
```

87 lines (73 sloc) | 1.85 KB

```javascript
MAXPINS = 10

function Game(){
  this._frames = [[0,0],[0,0]]
  this.totalscore = 0
  this.currentframe = []
  this.roll = 0
  this.count = 0
}

Game.prototype._newFrame= function(){
  this.currentframe = [];
  return 'Added new frame'
};

Game.prototype.playRound1 = function(pins){
  this.currentframe.push(pins);
  this.roll += pins;
  this._strike();
};

Game.prototype.playRound2 = function(pins){
  this.currentframe.push(pins);
  this.roll += pins
  this._addscore();
  this.endround();
  this._StrikeBonus();
  this._spare();
  this.count += 1;
  this.roll = 0
};

Game.prototype.endround = function(){
  this._frames.push(this.currentframe)
  this._newFrame();
};

Game.prototype._showtotalscore = function(){
  return this.totalscore;
}

Game.prototype._addscore = function(){
  this._iteration(this.currentframe)
};

Game.prototype._strike = function() {
  if(this.roll === MAXPINS){
    this._addscore();
    this.endround();
    this.roll = 0
    this.count += 1;
    return 'STRIKE';
  };
};

Game.prototype._spare = function(){
  this.addScoreLastArray()
  if(this.addScoreLastArray() === 10 && (this._frames[this._frames.length) - 2].length) === 2){
    this._iteration(this._frames[(this._frames.length) - 1])
  };
};

Game.prototype.showcount = function(){
  return this.count;
}

Game.prototype._StrikeBonus = function(){
    if(this._frames[(this._frames.length) - 3].length === 1){
      this._iteration(this._frames[(this._frames.length) - 1])
      this._iteration(this._frames[(this._frames.length) - 2])
    };
};

Game.prototype._iteration = function(array){
  for (var i = 0; i < array.length; i++ ){
    this.totalscore += array[i];
  };
}

Game.prototype.addScoreLastArray = function(){
  this.sum = 0
  for (var i = 0; i < this._frames[(this._frames.length) - 2].length; i++ ){
    this.sum += this._frames[(this._frames.length) - 2][i];
  };
  return this.sum
};
```

Tree: 89318d536a ▾ **bowling-challenge** / app / public / src / **index.js** Find file Copy path

38 lines (28 sloc) | 706 Bytes

```javascript
$(document).ready(function() {
  var game = new Game();

  function updateTotalScore() {
    $("#totalscore").html('Total Score: ' + game._showtotalscore());
  }

  function updateCount() {
    $("#count").html('Round: ' + game.showcount());
  }


  $('#submitpins').click(function(){
    var pins = parseInt($('#pins').val())
    game.playRound1(pins);
    updateTotalScore();
    updateCount();
    if(pins === 10){
      $('#pins').val('');
    }
  });

  $('#submitpins2').click(function(){
    var pins2 = parseInt($('#pins2').val())
    game.playRound2(pins2);
    updateTotalScore();
    updateCount();
    $('#pins').val('');
    $('#pins2').val('');
  });


updateCount()
updateTotalScore()

});
```

Tree: **89318d536a** ▾   **bowling-challenge** / app / views / **index.html**   Find file   Copy path

30 lines (21 sloc) | 641 Bytes

```html
 1  <html>
 2    <head>
 3      <script src="https://code.jquery.com/jquery-2.1.4.min.js"></script>
 4      <script src='../public/src/Game.js'></script>
 5      <script src='../public/src/index.js'></script>
 6    </head>
 7
 8    <body>
 9      <div id='count'>Count: </div>
10
11      <div id='totalscore'></div>
12
13      <div id='round1'>
14          <input id='pins' placeholder='Round 1 Pins'></input>
15          <button id='submitpins'>Submit</button>
16      </div>
17
18      <div id='strike'></div>
19
20      <div id='round2'>
21          <input id='pins2' placeholder='Round 2 Pins'></input>
22          <button id='submitpins2'>Submit</button>
23      </div>
24
25      <div id='spare'></div>
26
27
28    </body>
29  </html>
```