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45 lines (42 sloc) | 976 Bytes

```
1  ScoreCard.prototype.addPoints = function(points){
2    if(this.cheatGuard(points)==true){
3      return 'illegal roll'
4    } else {
5      if(this.frame.count == 0){
6        this.addPointsRegular1(points)
7        if(this.frame.bonusMode == 1){
8          this.addPointsSpare(points)
9        }
10     } else {
11       this.addPointsRegular2(points)
12       if(this.frame.bonusMode == 2){
13         this.addPointsStrike()
14       }
15     }
16     this.frame.count +=1
17   }
18 }
19
20
21 else if (this.frame.bonusMode == 2){
22   this.addBonusPoints(points, points)
23 }
24 else {
25 }
26 }
27 ScoreCard.prototype.addPoints = function(points){
28   if(this.frame.count == 0){
29     this.addPointsRegular(points, 0)
30     if(this.frame.bonusMode == 1){
31       this.addPointsSpare(points)
32     }
33     if(this.frame.bonusMode == 2){
34       this.addPointsStrike()
35     }
36   } else {
37     this.addPointsRegular(points, 1)
38     if(this.frame.bonusMode == 2){
39
40       this.addPointsStrike()
41     }
42   }
43   this.frame.count +=1
44 }
```


Tree f6ab6584a2 ▾

bowling-challenge / lib / score_card.js

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120 lines (99 sloc) | 2.42 KB

```
1  function ScoreCard(){
2      this.total = 0
3      this.frame = new Frame()
4      this.frames = []
5      this.frameCount = 1
6  }
7
8  ScoreCard.prototype.recordRoll = function(points){
9      this.frameCheck()
10     if(this.cheatGuard(points)==true){
11         return 'illegal roll'
12     } else {
13         if(this.frameCount > 10){
14             this.addBonus(points)
15         } else {
16             this.addPoints(points)
17         }
18     }
19 }
20
21
22 ScoreCard.prototype.addBonus = function(points){
23     if(this.frame.bonusMode == 1 && this.frame.count == 0){
24         this.addBonusPoints(points, 0)
25     }
26     else if (this.frame.bonusMode == 2 && this.frame.count == 0 && this.frameCount == 11){
27         this.updateTotal(points, 0)
28     }
29     else if (this.frame.bonusMode == 2){
30         this.addBonusPoints(points, points)
31     }
32     else {
33
34     }
35 }
36
37 ScoreCard.prototype.frameCheck = function(){
38     if(this.bonusStrike()){
39         this.newFrame(2)
40     }
41     else if(this.bonusSpare()){
42         this.newFrame(1)
43     } else if(this.frame.count == 2) {
44         this.newFrame(0)
45     } else {
46
47     }
48 }
49
50 ScoreCard.prototype.cheatGuard = function(points){
51     return (this.frame.points + points > 10)
52 }
53
54 ScoreCard.prototype.updateTotal = function(points, bonus){
55     this.total += (points + bonus)
56
57 }
58
59 ScoreCard.prototype.newFrame = function(bonus){
60     this.storeFrames()
61     this.frame = new Frame(bonus)
62     this.bonusFrame = this.frames.pop()
63     this.frameCount += 1
64 }
65
66 ScoreCard.prototype.storeFrames = function(){
67     this.frames.push(this.bonusFrame)
68     this.frames.push(this.frame)
69 }
70
71 ScoreCard.prototype.addPointsRegular = function(points, index){
72     this.frame.addPoints(points, index)
73     this.updateTotal(points, 0)
74 }
75
76 ScoreCard.prototype.addBonusPoints = function(x, y){
77     this.bonusFrame.points += x
78     this.updateTotal(y, x)
79
80 }
81
82 ScoreCard.prototype.addPoints = function(points){
83     if(this.frame.count == 0){
84         this.addPointsRegular(points, 0)
85         this.addBonus(points)
86         this.frame.count +=1
87     } else {
88         this.addPointsRegular(points, 1)
89         this.addBonus(points)
90         this.frame.count +=1
91     }
92 }
93
94 ScoreCard.prototype.bonusSpare = function(){
95     return (this.frame.points == 10 && this.frame.count == 2)
96 }
97
98 ScoreCard.prototype.bonusStrike = function(){
99     var rolls = this.frame.rolls
100     var roll = rolls[0]
101     return roll.points == 10
102 }
103
104 function Frame(bonus){
105     this.points = 0
106     this.count = 0
107     this.bonusMode = bonus
108     this.rolls = [new Roll, new Roll]
109 }
110
111 Frame.prototype.addPoints = function(points, index){
112     this.points += points
113     var roll = this.rolls[index]
114     roll.points += points
115 }
116
117 function Roll(){
118     this.points = 0
119 }
```


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bowling-challenge / spec / score_card_spec.js

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170 lines (155 sloc) | 4.58 KB

```
1 describe("ScoreCard", function(){
2
3   beforeEach(function(){
4     scorecard = new ScoreCard()
5   });
6
7 describe("record roll", function(){
8   it("records the roll score in roll", function(){
9     scorecard.recordRoll(5)
10    expect(scorecard.total).toEqual(5)
11  });
12  it("records the roll score in frame", function(){
13    scorecard.recordRoll(5)
14    expect(scorecard.frame.points).toEqual(5)
15  });
16  xit("records the roll score in roll", function(){
17    scorecard.recordRoll(5)
18    expect(scorecard.frame.roll1.points).toEqual(5)
19  });
20 });
21
22 describe("record second roll", function(){
23   it("records the second roll and keeps first roll", function(){
24     scorecard.recordRoll(5)
25     scorecard.recordRoll(4)
26     expect(scorecard.total).toEqual(9)
27   });
28   it("records the roll score in frame", function(){
29     scorecard.recordRoll(5)
30     scorecard.recordRoll(4)
31     expect(scorecard.frame.points).toEqual(9)
32   });
33   xit("records the roll score in roll", function(){
34     scorecard.recordRoll(5)
35     scorecard.recordRoll(4)
36     expect(scorecard.frame.roll2.points).toEqual(4)
37   });
38 });
39
40 describe("spare bonus", function(){
41   it("records first roll points in previous frame in spare bonus", function(){
42     scorecard.recordRoll(5)
43     scorecard.recordRoll(5)
44     scorecard.recordRoll(4)
45     scorecard.recordRoll(3)
46     expect(scorecard.bonusFrame.points).toEqual(14)
47   });
48 });
49
50 describe("strike bonus", function(){
51   it("records all roll points in previous frame in strike bonus", function(){
52     scorecard.recordRoll(10)
53     scorecard.recordRoll(4)
54     scorecard.recordRoll(2)
55     expect(scorecard.bonusFrame.points).toEqual(16)
56   });
57 });
58
59 describe("no bonus", function(){
60   it("doesn't return a bonus score with no bonus mode", function(){
61     scorecard.recordRoll(5)
62     scorecard.recordRoll(3)
63     scorecard.recordRoll(4)
64     expect(scorecard.bonusFrame.points).toEqual(8)
65   });
66 });
67
68 describe("cheat guard", function(){
69   it("doesn't allow a frame score over 10", function(){
70     scorecard.recordRoll(5)
71     scorecard.recordRoll(6)
72     expect(scorecard.frame.points).toEqual(5)
73   });
74 });
75
76 describe("total", function(){
77   it("total includes bonus points", function(){
78     scorecard.recordRoll(5)
79     scorecard.recordRoll(5)
80     scorecard.recordRoll(5)
81     expect(scorecard.total).toEqual(20)
82   });
83   it("total includes bonus points 2", function(){
84     scorecard.recordRoll(5)
85     scorecard.recordRoll(5)
86     scorecard.recordRoll(5)
87     scorecard.recordRoll(2)
88     scorecard.recordRoll(5)
89     expect(scorecard.total).toEqual(27)
90   });
91 });
92
93 describe("final frame", function(){
94   it("allows for only 3 rolls on final frame", function(){
95     scorecard.count = 9
96     scorecard.recordRoll(5)
97     scorecard.recordRoll(5)
98     scorecard.recordRoll(5)
99
100   });
101 });
102
103 describe("perfect score", function(){
104   it("returns 300 points for a perfect game", function(){
105     scorecard.recordRoll(10)
106     console.log(scorecard.bonusFrame)
107     scorecard.recordRoll(10)
108     console.log(scorecard.bonusFrame)
109     scorecard.recordRoll(10)
110     console.log(scorecard.bonusFrame)
111     scorecard.recordRoll(10)
112     console.log(scorecard.bonusFrame)
113     scorecard.recordRoll(10)
114     console.log(scorecard.bonusFrame)
115     scorecard.recordRoll(10)
116     console.log(scorecard.bonusFrame)
117     scorecard.recordRoll(10)
118     console.log(scorecard.bonusFrame)
119     scorecard.recordRoll(10)
120     console.log(scorecard.bonusFrame)
121     scorecard.recordRoll(10)
122     console.log(scorecard.bonusFrame)
123     scorecard.recordRoll(10)
124     console.log(scorecard.bonusFrame)
125     scorecard.recordRoll(10)
126     console.log(scorecard.bonusFrame)
127     console.log(scorecard.total)
128     console.log(scorecard.frame.points)
129     scorecard.recordRoll(10)
130     console.log(scorecard.bonusFrame)
131
132     expect(scorecard.total).toEqual(300)
133   });
134 });
135 describe("half perfect", function(){
136   it("returns 190 points for weird game", function(){
137     scorecard.recordRoll(10)
138     scorecard.recordRoll(10)
139     scorecard.recordRoll(10)
140     scorecard.recordRoll(10)
141     scorecard.recordRoll(10)
142     scorecard.recordRoll(10)
143     scorecard.recordRoll(10)
144     scorecard.recordRoll(0)
145     scorecard.recordRoll(0)
146     scorecard.recordRoll(0)
147     expect(scorecard.total).toEqual(190)
148   });
149 });
150
151 describe("almost perfect", function(){
152   it("returns 290 points for game", function(){
153     scorecard.recordRoll(10)
154     scorecard.recordRoll(10)
155     scorecard.recordRoll(10)
156     scorecard.recordRoll(10)
157     scorecard.recordRoll(10)
158     scorecard.recordRoll(10)
159     scorecard.recordRoll(10)
160     scorecard.recordRoll(10)
161     scorecard.recordRoll(10)
162     scorecard.recordRoll(1)
163     scorecard.recordRoll(9)
164     scorecard.recordRoll(10)
165     expect(scorecard.total).toEqual(290)
166   });
167 });
168
169 });
```

Tree: f6ab6584a2 ▾

bowling-challenge / test.js

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43 lines (32 sloc) | 575 Bytes

```
1  function ScoreCard(){
2      this.points = 0
3      this.frameCount = 0
4  };
5
6  ScoreCard.prototype = function(){
7
8      addPointsScore: function(points){
9          this.points += points
10     },
11
12     frameAdd: function(){
13         this.frameCount += 1
14     }
15 }
16
17 function Frame(){
18     this.points = 0
19     this.rollCount = 0
20 };
21
22 Frame.prototype = function(){
23
24     addPointsFrame: function(points){
25         this.points += points
26     },
27
28     rollAdd: function(){
29         this.rollCount += 1
30     }
31 }
32
33 function Roll(){
34     this.points = 0
35 };
36
37 Roll.prototype = function(){
38
39     addpointsRoll: function(points){
40         this.points += points
41     }
42 }
```



Tree: f6ab6584a2 ▾

bowling-challenge / views / interface.html

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168 lines (143 sloc) | 3.06 KB

```
1 <html>
2 <head>
3   <script type="text/javascript" src="jquery-3.2.1.js"></script>
4   <script type="text/javascript" src="interface.js"></script>
5   <script type="text/javascript" src="../lib/score_card.js"></script>
6   <style>
7     h2 {
8       font-style: normal;
9       font-family: sans-serif;
10      color: red;
11    }
12
13    h1 {
14      font-family: sans-serif;
15    }
16
17    .test {
18
19    }
20
21    .button-1 {
22      background-color: grey;
23      color: white;
24      width: 50px;
25      height: 50px;
26      font-size: 16px;
27    }
28    .button-2 {
29      background-color: grey;
30      color: white;
31      width: 50px;
32      height: 50px;
33      font-size: 16px;
34    }
35    .button-3 {
36      background-color: grey;
37      color: white;
38      width: 50px;
39      height: 50px;
40      font-size: 16px;
41    }
42    .button-4 {
43      background-color: grey;
44      color: white;
45      width: 50px;
46      height: 50px;
47      font-size: 16px;
48    }
49    .button-5 {
50      background-color: grey;
51      color: white;
52      width: 50px;
53      height: 50px;
54      font-size: 16px;
55    }
56    .button-6 {
57      background-color: grey;
58      color: white;
59      width: 50px;
60      height: 50px;
61      font-size: 16px;
62    }
63    .button-7 {
64      background-color: grey;
65      color: white;
66      width: 50px;
67      height: 50px;
68      font-size: 16px;
69    }
70    .button-8 {
71      background-color: grey;
72      color: white;
73      width: 50px;
74      height: 50px;
75      font-size: 16px;
76    }
77    .button-9 {
78      background-color: grey;
79      color: white;
80      width: 50px;
81      height: 50px;
82      font-size: 16px;
83    }
84    .button-10 {
85      background-color: grey;
86      color: white;
87      width: 50px;
88      height: 50px;
89      font-size: 16px;
90    }
91
92    .total {
93
94    }
95
96    .frame{
97
98    }
99
100   .roll-1 {
101
102   }
103
104   .roll-2 {
105
106   }
107
108   .welcome {
109
110   }
111
112   .new-frame{
113     color: white;
114     background-color: green;
115     height: 100px;
116     width: 100px;
117   }
118
119   .bonus{
120
121   }
122
123   .strike{
124
125   }
126   .spare{
127
128   }
129
130   .scores{
131
132   }
133 </style>
134 </head>
135 <body>
136   <h1> bowling scorecard </h1>
137   <h1 class="welcome">welcome to bowling, you've started a new game</h1>
138   <h2> roll 1 </h2>
139   <h2 class="roll-1"></h2>
140   <h2> roll 2 </h2>
141   <h2 class="roll-2"></h2>
142   <h2 class="test" ></h2>
143   <h2> bonus </h2>
144   <h2 class="bonus"></h2>
145   <h2> frame </h2>
146   <h2 class="frame"></h2>
147   <h2>total</h2>
148   <h2 class="total"></h2>
149   <h2 class="scores"></h2>
150   <h3>STRIKE! well done</h3>
151   <h3>SPARE! well done</h3>
152   <h3>frame complete</h3>
153
154   <button class="new-frame" type="button" name="button">new game</button>
155   <button class="button-1" id="1" type="button" name="button">1</button>
156   <button class="button-2" id="2" type="button" name="button">2</button>
157   <button class="button-3" id="3" type="button" name="button">3</button>
158   <button class="button-4" id="4" type="button" name="button">4</button>
159   <button class="button-5" id="5" type="button" name="button">5</button>
160   <button class="button-6" id="6" type="button" name="button">6</button>
161   <button class="button-7" id="7" type="button" name="button">7</button>
162   <button class="button-8" id="8" type="button" name="button">8</button>
163   <button class="button-9" id="9" type="button" name="button">9</button>
164   <button class="button-10" id="10" type="button" name="button">10</button>
165
166 </body>
167 </html>
```

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63 lines (57 sloc) | 1.44 KB

```
1 $(document).ready(function() {
2     $(".welcome").hide()
3     var scorecard = new ScoreCard
4
5     $(".button-1").click(function(){
6         scorecard.recordRoll(1)
7         update()
8
9     })
10    $(".button-2").click(function(){
11        scorecard.recordRoll(2)
12        update()
13    })
14    $(".button-3").click(function(){
15        scorecard.recordRoll(3)
16        update()
17    })
18    $(".button-4").click(function(){
19        scorecard.recordRoll(4)
20        update()
21    })
22    $(".button-5").click(function(){
23        scorecard.recordRoll(5)
24        update()
25    })
26    $(".button-6").click(function(){
27        scorecard.recordRoll(6)
28        update()
29    })
30    $(".button-7").click(function(){
31        scorecard.recordRoll(7)
32        update()
33    })
34    $(".button-8").click(function(){
35        scorecard.recordRoll(8)
36        update()
37    })
38    $(".button-9").click(function(){
39        scorecard.recordRoll(9)
40        update()
41    })
42    $(".button-10").click(function(){
43        scorecard.recordRoll(10)
44        update()
45    })
46
47    update = function(){
48        $(".total").text(scorecard.total)
49        $(".frame").text(scorecard.frame.points)
50        $(".roll-1").text(scorecard.frame.roll1.points)
51        $(".roll-2").text(scorecard.frame.roll2.points)
52        $(".bonus").text(scorecard.bonusFrame.points)
53        previousFrames()
54    }
55
56    previousFrames = function(){
57        console.log(scorecard.returnFrames())
58        $.each(scorecard.frames, function(i, val){
59            $(".scores").text(val.points)
60        })
61    }
62 });
```

Tree: f6ab6584a2 ▼

bowling-challenge / [views](#) / **js**

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bowling-challenge / web_helper.js

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8 lines (7 sloc) | 213 Bytes

```
1  function spareRoll(){
2      scorecard = new ScoreCard
3      scorecard.frameInPlay.roll1.addPointsRoll(5)
4      scorecard.frameInPlay.roll2.addPointsRoll(5)
5      scorecard.frameInPlay.addPointsFrame()
6      scorecard.finishFrame()
7  }
```