

Tree: ed54493d09 ▾

bowling-challenge / SpecRunner.html

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26 lines (19 sloc) | 677 Bytes

1

<!DOCTYPE html>

2

<html>

3

<head>

4

<meta charset="utf-8">

5

<title>Jasmine Spec Runner v2.8.0</title>

6

7

<link rel="shortcut icon" type="image/png" href="lib/jasmine-2.8.0/jasmine_favicon.png">

8

<link rel="stylesheet" href="lib/jasmine-2.8.0/jasmine.css">

9

10

<script src="lib/jasmine-2.8.0/jasmine.js"></script>

11

<script src="lib/jasmine-2.8.0/jasmine-html.js"></script>

12

<script src="lib/jasmine-2.8.0/boot.js"></script>

13

14

<!-- include source files here... -->

15

<script src="src/BowlingScore.js"></script>

16

17

<!-- include spec files here... -->

18

<script src="spec/SpecHelper.js"></script>

19

<script src="spec/BowlingScoreSpec.js"></script>

20

21

</head>

22

23

<body>


24

</body>

25

</html>

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75 lines (70 sloc) | 2.04 KB

1

<!DOCTYPE html>

2

<html>

3

<head>

4

<title>BowlingScore</title>

5

<link rel="stylesheet" href="src/style.css">

6

</head>

7

<body>

8

9

<div class="rolls">

10

11

0

12

1

13

2

14

3

15

4

16

5

17

6

18

7

19

8

20

9

21

10

22

23

</div>

24

25

<div id='scorecard'>

26

<table id='scorecardTable' class='scorecard' cellpadding='1' cellspacing='0'>

27

<tr>

28

<th colspan='6'>Frame 1</th>

29

<th colspan='6'>Frame 2</th>

30

<th colspan='6'>Frame 3</th>

31

<th colspan='6'>Frame 4</th>

32

<th colspan='6'>Frame 5</th>

33

<th colspan='6'>Frame 6</th>

34

<th colspan='6'>Frame 7</th>

35

<th colspan='6'>Frame 8</th>

36

<th colspan='6'>Frame 9</th>

37

<th colspan='6'>Frame 10</th>

38

<th colspan='6'>Score</th>

39

</tr>

40

<tr>

41

<td id="frame1" colspan='6'></td>

42

<td id="frame2" colspan='6'></td>

43

<td id="frame3" colspan='6'></td>

44

<td id="frame4" colspan='6'></td>

45

<td id="frame5" colspan='6'></td>

46

<td id="frame6" colspan='6'></td>

47

<td id="frame7" colspan='6'></td>

48

<td id="frame8" colspan='6'></td>

49

<td id="frame9" colspan='6'></td>

50

<td id="frame10" colspan='6'></td>

51

<td class='total' colspan='6'></td>

52

</tr>

53

<tr>

54

<td colspan='6' id="score1"></td>

55

<td colspan='6' id="score2"></td>

56

<td colspan='6' id="score3"></td>

57

<td colspan='6' id="score4"></td>

58

<td colspan='6' id="score5"></td>

59

<td colspan='6' id="score6"></td>

60

<td colspan='6' id="score7"></td>

61

<td colspan='6' id="score8"></td>

62

<td colspan='6' id="score9"></td>

63

<td colspan='6' id="score10"></td>

64

<td colspan='6'></td>

65

</tr>

66

</table>

67

</div>

68

69

70

<script src="src/BowlingScore.js"></script>

71

<script src="src/lib/jquery-3.2.1.slim.min.js"></script>

72

<script src="src/Controller.js"></script>


73

</body>

74

</html>

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68 lines (55 sloc) | 1.71 KB

```
1 describe("BowlingScore", function(){
2
3     var bowlingScore;
4
5     beforeEach(function(){
6         bowlingScore = new BowlingScore();
7     })
8
9     // it("should accept a roll", function(){
10    //     bowlingScore.roll(2);
11    //     expect(bowlingScore.pinsLeft()).toEqual(8);
12    // })
13
14    it("retun all the rolls", function(){
15        bowlingScore.roll(4);
16        bowlingScore.roll(5);
17        expect(bowlingScore.rolls()).toEqual([4, 5]);
18    })
19
20
21    it("retun all the scores", function(){
22        expect(bowlingScore.scores()).toEqual(jasmine.any(Array));
23    })
24
25    describe("frames", function(){
26        it("should print the current frame",function(){
27            expect(bowlingScore.currentFrame()).toEqual(0);
28        })
29    })
30
31    describe("strike", function(){
32        it("should print the current score",function(){
33            bowlingScore.roll(10);
34            bowlingScore.calculateScore();
35            expect(bowlingScore.score()).toEqual(10);
36        })
37
38        it("scores should update to include the next 2 rolls",function(){
39            bowlingScore.roll(10);
40            bowlingScore.roll(2);
41            bowlingScore.roll(5);
42            bowlingScore.calculateScore();
43            expect(bowlingScore.scores()[0]).toEqual(17);
44        })
45
46    })
47
48    describe("spare", function(){
49        it("scores should update to include the next roll from the next frame", function(){
50            bowlingScore.roll(5);
51            bowlingScore.roll(5);
52            bowlingScore.roll(2);
53            bowlingScore.calculateScore();
54            expect(bowlingScore.scores()[0]).toEqual(12);
55        })
56    })
57
58    describe("normal rolls", function(){
59        it("score should be the same of the the 2 rolls in the same frame", function(){
60            bowlingScore.roll(2);
61            bowlingScore.roll(5);
62            bowlingScore.roll(2);
63            bowlingScore.calculateScore();
64            expect(bowlingScore.scores()[0]).toEqual(7);
65        })
66    })
67 })
```

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bowling-challenge / [spec](#) / **SpecHelper.js**

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2 lines (0 sloc) | 1 Byte

1


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bowling-challenge / src / BowlingScore.js

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89 lines (75 sloc) | 1.89 KB

```
1
2  function BowlingScore(){
3      this._pinsLeft = 10;
4      this._currentFrame = 0;
5      this._score = 0;
6      this._scores = [];
7      this._rolls = [];
8
9  }
10
11 BowlingScore.prototype.roll = function(pins){
12     this._score = 0;
13     this._scores = [];
14     this._currentFrame=0;
15     this._rolls.push(pins);
16 }
17
18 // BowlingScore.prototype.pinsLeft = function(){
19 //     return this._pinsLeft;
20 // }
21
22 BowlingScore.prototype.currentFrame = function(){
23     return this._currentFrame;
24 }
25
26 BowlingScore.prototype.score= function(){
27     return this._score
28 }
29
30 BowlingScore.prototype.rolls = function(){
31     return this._rolls;
32 }
33
34 BowlingScore.prototype.scores = function(){
35     return this._scores
36 }
37
38 BowlingScore.prototype.calculateScore = function(){
39     var arr = this._rolls;
40     function next(i){
41         if (arr[i+1] !== undefined){return arr[i+1];}
42         else{return 0;}
43     }
44
45     for(var i = 0; i < arr.length; i++){
46         if(this._currentFrame < 9){
47             if(arr[i] === 10){
48                 var score = this._rolls[i]+next(i)+next(i+1);
49                 this._score += score;
50                 this._scores.push(score);
51                 this._currentFrame+=1;
52             }
53
54             else if(arr[i] < 10 && arr[i] + next(i) === 10){
55                 var score = this._rolls[i]+next(i)+next(i+1);
56                 this._score += score;
57                 this._scores.push(score);
58                 this._currentFrame+=1;
59                 i+=1;
60             }
61             else if(arr[i]< 10 && next(i)+arr[i]< 10){
62                 var score = this._rolls[i]+next(i);
63                 this._score += score;
64                 this._currentFrame+=1;
65                 this._scores.push(score);
66                 i+=1;
67             }
68         }
69
70         else if(this._currentFrame < 10){
71             if(arr[i] === 10 || arr[i] + next(i) === 10){
72                 var score = this._rolls[i]+next(i)+next(i+1);
73                 this._score += score;
74                 this._currentFrame+=1;
75                 this._scores.push(score);
76                 i+=1;
77             }
78             else{
79                 var score = this._rolls[i]+next(i);
80                 this._score += score;
81                 this._currentFrame+=1;
82                 this._scores.push(score);
83                 i+=1;
84             }
85         }
86
87     }
88 }
```

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bowling-challenge / [src](#) / **Controller.js**

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14 lines (12 sloc) | 425 Bytes

```
1  $(function(){
2      var bowling = new BowlingScore();
3      $('.rolls li').on('click',function(){
4          var pins = $(this).html()
5
6          bowling.roll(parseInt(pins));
7          bowling.calculateScore();
8          var index = bowling.currentFrame()
9          $('#frame'+index).html('<span>'+bowling.scores()[index-1]+'<span>')
10         $('#score'+index).html('<span>'+bowling.score()+'<span>')
11         $('.total').html('<span>'+bowling.score()+'<span>')
12     })
13 })
```

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53 lines (43 sloc) | 921 Bytes

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```
.rolls ul li{
  list-style-type: none;
  display: inline-block;
  background: #999;
  margin: 0;
  padding: 3px 10px;
  border-radius: 10px 10px 0 0;
  color: #fff;
  font-weight: 200;
  cursor: pointer;
}

.rolls ul li:hover {
  color: #fff;
  background: #666;
}

.rolls{
  position: absolute;
  top:20%;
  left:30%;
}

#scorecard{
  position: absolute;
  top:30%;
}

table.scorecard {margin: 0
  auto; width:80%;
  font-size:12px;
  border:1px solid;
  text-align: center;
  table-layout: fixed;
margin-bottom: 40px;}

  table.scorecard th, tr, td {
    border:1px solid;
    padding: 0;
    vertical-align: middle;
    font-family: Arial,Helvetica, sans-serif;
    text-align: center;}

  table.scorecard th {border-bottom:1px solid;
    background-color:#7f8c8d;
    height:30px;
    color: #fff}

  table.scorecard td {height:30px;
    background: rgba(255, 255, 255, 0.5);}
```