


Tree: 466ad7c6ad ▾

bowling-challenge / old-files / index.html

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71 lines (67 sloc) | 2.13 KB

1

<!DOCTYPE html>

2

<html>

3

<head>

4

<title>Ten-Pin Scorecard</title>

5

<script src="https://code.jquery.com/jquery-3.2.1.min.js" integrity="sha256-hwg4gsxgFZh0sEEamd0YGBf13FyQuiTwlAQgxVSNgt4=" cro

6

</head>

7

<body>

8

<h1>Ten-pin bowling scorecard</h1>

9

<table>

10

<tr>

11

<th colspan="2">Frame 1</th>

12

<th colspan="2">Frame 2</th>

13

<th colspan="2">Frame 3</th>

14

<th colspan="2">Frame 4</th>

15

<th colspan="2">Frame 5</th>

16

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

17

<th colspan="2">Frame 7</th>

18

<th colspan="2">Frame 8</th>

19

<th colspan="2">Frame 9</th>

20

<th colspan="3">Frame 10</th>

21

</tr>

22

<tr>

23

<td id="frame-1-bowl-1"></td>

24

<td id="frame-1-bowl-2"></td>

25

<td id="frame-2-bowl-1"></td>

26

<td id="frame-2-bowl-2"></td>

27

<td id="frame-3-bowl-1"></td>

28

<td id="frame-3-bowl-2"></td>

29

<td id="frame-4-bowl-1"></td>

30

<td id="frame-4-bowl-2"></td>

31

<td id="frame-5-bowl-1"></td>

32

<td id="frame-5-bowl-2"></td>

33

<td id="frame-6-bowl-1"></td>

34

<td id="frame-6-bowl-2"></td>

35

<td id="frame-7-bowl-1"></td>

36

<td id="frame-7-bowl-2"></td>

37

<td id="frame-8-bowl-1"></td>

38

<td id="frame-8-bowl-2"></td>

39

<td id="frame-9-bowl-1"></td>

40

<td id="frame-9-bowl-2"></td>

41

<td id="frame-10-bowl-1"></td>

42

<td id="frame-10-bowl-2"></td>

43

<td id="frame-10-bowl-3"></td>

44

</tr>

45

</table>

46

47

<h1>What was the score on your most recent bowl?</h1>

48

<form>

49

<select id="bowl-score">

50

<option value="0">0</option>

51

<option value="1">1</option>

52

<option value="2">2</option>

53

<option value="3">3</option>

54

<option value="4">4</option>

55

<option value="5">5</option>

56

<option value="6">6</option>

57

<option value="7">7</option>

58

<option value="8">8</option>

59

<option value="9">9</option>

60

<option value="10">10</option>

61

</select>

62

<button type="button" id="submit-score" name="submit">Enter score!</button>

63

</form>

64

65

<h1>Total score: </h1>

66

67

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

68

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

69

</body>

70

</html>

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

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16 lines (14 sloc) | 320 Bytes

```
1  beforeEach(function () {
2    jasmine.addMatchers({
3      toBePlaying: function () {
4        return {
5          compare: function (actual, expected) {
6            var player = actual;
7
8            return {
9              pass: player.currentlyPlayingSong === expected && player.isPlaying
10           };
11         }
12       };
13     }
14   });
15 });
```


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97 lines (75 sloc) | 2.57 KB

```
1 describe("Frame", function() {
2   var frame = new Frame();
3
4   describe("bowlOne", function() {
5
6     it("Should have a bowlOne property", function() {
7       expect(frame.bowlOne).toEqual(null)
8     });
9
10    it("Should assign a score of 6 to bowlOne", function() {
11      frame.setBowlOneScore(6);
12      expect(frame.bowlOne).toEqual(6)
13    });
14
15    it("Should return the value of bowlOne", function() {
16      frame.setBowlOneScore(6);
17      expect(frame.getBowlOneScore()).toEqual(6)
18    });
19
20  });
21
22  describe("bowlTwo", function() {
23
24    it("Should have a bowlTwo property", function() {
25      expect(frame.bowlTwo).toEqual(null)
26    });
27
28    it("Should assign a score of 3 to bowlTwo", function() {
29      frame.setBowlTwoScore(3);
30      expect(frame.bowlTwo).toEqual(3)
31    });
32
33    it("Should return the value of bowlTwo", function() {
34      frame.setBowlTwoScore(3);
35      expect(frame.getBowlTwoScore()).toEqual(3)
36    });
37
38  });
39
40  describe("Score", function() {
41
42    it("Should have a score property", function() {
43      expect(frame.score).toEqual([])
44    });
45
46    it("Should set the score for the frame to [4, 5]", function() {
47      frame.setBowlOneScore(4);
48      frame.setBowlTwoScore(5);
49      frame.setFrameScore();
50      expect(frame.score).toEqual([4, 5])
51    });
52
53    it("Should return the score for the frame", function() {
54      frame.setBowlOneScore(4);
55      frame.setBowlTwoScore(5);
56      frame.setFrameScore();
57      expect(frame.getScore()).toEqual([4, 5])
58    });
59
60  });
61
62  describe("Spare", function() {
63    it("Should have a spare property that is false by default", function() {
64      expect(frame.spare).toEqual(false)
65    });
66
67    it("Should be changed to true if the player scores ten between both bowls, but not on just the first one", function() {
68      frame.setBowlOneScore(2);
69      frame.setBowlTwoScore(8);
70      frame.setFrameScore();
71      expect(frame.spare).toEqual(true)
72    });
73
74    it("Sets bowlTwo to '/' if a spare has been scored", function() {
75      frame.setBowlOneScore(2);
76      frame.setBowlTwoScore(8);
77      expect(frame.bowlTwo).toEqual('/')
78    })
79  });
80
81  describe("Strike", function() {
82    it("Should have a strike property that is false by default", function() {
83      expect(frame.strike).toEqual(false)
84    });
85
86    it("Should set bowlTwo to '-' if player scores ten on bowlOne", function() {
87      frame.setBowlOneScore(10);
88      expect(frame.getBowlTwoScore()).toEqual('-')
89    });
90
91    it("Should be changed to true if the player scores ten on their first bowl", function() {
92      frame.setBowlOneScore(10);
93      expect(frame.strike).toEqual(true)
94    });
95  });
96 });
```

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66 lines (58 sloc) | 1.87 KB

```
1 describe("Scorecard", function() {
2   var scorecard;
3   var frame;
4   var frame1;
5
6   beforeEach(function() {
7     scorecard = new Scorecard();
8     frame = new Frame();
9     frame1 = new Frame();
10  });
11
12  describe("frameResults", function() {
13    it("Should be set to an empty array by default", function() {
14      expect(scorecard.frameResults).toEqual([])
15    });
16  });
17
18  describe("addFrame", function() {
19    it("Should add a frame function into the frameResults array", function() {
20      scorecard.addFrame(frame);
21      expect(scorecard.frameResults).toEqual([frame])
22    });
23  });
24
25  describe("frameScores", function() {
26    it("Should be an empty array by default", function() {
27      expect(scorecard.frameScores).toEqual([])
28    });
29
30    it("Calling updateScores should set it to [7]", function() {
31      frame.setBowlOneScore(5);
32      frame.setBowlTwoScore(2);
33      frame.setFrameScore();
34      scorecard.addFrame(frame);
35      scorecard.updateScores();
36      expect(scorecard.frameScores).toEqual([7])
37    });
38
39    it("Scoring a spare should add the score of the next bowl onto the score", function() {
40      frame.setBowlOneScore(7);
41      frame.setBowlTwoScore(3);
42      frame.setFrameScore();
43      scorecard.addFrame(frame);
44      scorecard.updateScores();
45      frame1.setBowlOneScore(6);
46      frame1.setBowlTwoScore(2);
47      frame1.setFrameScore();
48      scorecard.addFrame(frame1);
49      scorecard.updateScores();
50      expect(scorecard.frameScores[0]).toEqual(16)
51    });
52
53    it("Scoring a strike should add the score of the next two bowls onto the score", function() {
54      frame.setBowlOneScore(10);
55      frame.setFrameScore();
56      scorecard.addFrame(frame);
57      frame1.setBowlOneScore(4);
58      frame1.setBowlTwoScore(4);
59      frame1.setFrameScore();
60      scorecard.addFrame(frame1);
61      scorecard.updateScores();
62      expect(scorecard.frameScores[0]).toEqual(18)
63    })
64  });
65 });
```

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47 lines (40 sloc) | 944 Bytes

```
1  function Frame() {
2    this.bowlOne = null;
3    this.bowlTwo = null;
4    this.score = [];
5    this.spare = false;
6    this.strike = false;
7  };
8
9  Frame.prototype.setBowlOneScore = function(score) {
10    this.bowlOne = score;
11    if (this.bowlOne === 10) {
12      this.strike = true;
13      this.setBowlTwoScore('-');
14    }
15  };
16
17  Frame.prototype.getBowlOneScore = function() {
18    return this.bowlOne;
19  };
20
21  Frame.prototype.setBowlTwoScore = function(score) {
22    if (this.getBowlOneScore() + score === 10) {
23      this.spare = true;
24      this.bowlTwo = '/';
25    } else {
26      this.bowlTwo = score;
27    }
28  };
29
30  Frame.prototype.getBowlTwoScore = function() {
31    if (this.bowlTwo === '/') {
32      return 10 - this.getBowlOneScore();
33    } else {
34      return this.bowlTwo;
35    }
36  };
37
38  Frame.prototype.setFrameScore = function() {
39    this.score = []
40    this.score.push(this.getBowlOneScore());
41    this.score.push(this.getBowlTwoScore());
42  };
43
44  Frame.prototype.getScore = function() {
45    return this.score;
46  };

```

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bowling-challenge / src / scorecard.js

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31 lines (28 sloc) | 1019 Bytes

```
1  function Scorecard() {
2    this.frameResults = [];
3    this.frameScores = []
4  };
5
6  Scorecard.prototype.addFrame = function (frame) {
7    this.frameResults.push(frame);
8  };
9
10 Scorecard.prototype.updateScores = function () {
11   var frame = this.frameResults[this.frameResults.length - 1];
12   var score = frame.score.reduce(function (total, amount) {
13     return total + amount;
14   });
15   if (frame.spare === false && frame.strike === false) {
16     if (this.frameResults.length > 1 && this.frameResults[this.frameResults.length - 2].spare === true) {
17       var spareScore = 10 + frame.getBowlOneScore();
18       this.frameScores.push(spareScore);
19       this.frameScores.push(score);
20     } else if (this.frameResults.length > 1 && this.frameResults[this.frameResults.length - 2].strike === true) {
21       var strikeScore = 10 + frame.getBowlOneScore() + frame.getBowlTwoScore();
22       this.frameScores.push(strikeScore);
23       this.frameScores.push(score);
24     } else {
25       this.frameScores.push(score);
26     }
27   } else {
28     return;
29   }
30 };
```