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26 lines (21 sloc) | 824 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="jasmine/lib/jasmine-2.8.0/jasmine_favicon.png">
8      <link rel="stylesheet" href="jasmine/lib/jasmine-2.8.0/jasmine.css">
9
10     <script src="jasmine/lib/jasmine-2.8.0/jasmine.js"></script>
11     <script src="jasmine/lib/jasmine-2.8.0/jasmine-html.js"></script>
12     <script src="jasmine/lib/jasmine-2.8.0/boot.js"></script>
13
14     <!-- include source files here... -->
15     <script src="src/bowling.js"></script>
16     <script src="src/frame.js"></script>
17
18     <!-- include spec files here... -->
19     <script src="spec/frameSpec.js"></script>
20     <script src="spec/bowlingSpec.js"></script>
21     <script src="spec/specHelper.js"></script>
22   </head>
23   <body>
24   </body>
25 </html>
```

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75 lines (70 sloc) | 1.94 KB

```
1 describe('Bowling', function () {
2
3     var myGlobal
4     var bowling
5     var f
6     var f2
7     var f3
8     var f4
9     var f5
10    var f6
11    var f7
12    var f8
13    var f9
14    var f10
15
16    beforeEach(function() {
17        f2 = new Frame (3, 4)
18        f3 = new Frame (5, 5)
19
20        bowling = new Bowling()
21    })
22
23    it('should add to the list of frames', function () {
24        bowling.addFrame(f)
25        expect(bowling.frames).toContain(f)
26    })
27    it('should only add max 10 frames', function () {
28        var f = new Frame ('frame2')
29        for (var i = 1; i <= 11; i++) { bowling.addFrame('frame') }
30        expect(function () { bowling.addFrame(f) }).toThrow('Max Frames Added')
31    })
32    describe('#countPoints', function () {
33        it('counts regular points of all the frames', function () {
34            f2 = new Frame (3, 4)
35            f3 = new Frame (5, 5)
36            bowling.addFrame(f2)
37            bowling.addFrame(f3)
38            bowling.countPoints()
39            expect(bowling.totalPoints).toEqual(17)
40        })
41    })
42    describe('#spareBonus', function () {
43        it('counts spare bonus points of the game', function () {
44            f4 = new Frame (3, 7)
45            f5 = new Frame (4, 0)
46            expect(bowling.spareBonus()).toEqual(4)
47        })
48    })
49    describe('#strikeBonus', function () {
50        it('counts strikeBonus', function () {
51            f5 = new Frame (10, 0)
52            f6 = new Frame (1, 0)
53            f7 = new Frame (1, 0)
54            expect(bowling.strikeBonus()).toEqual(2)
55        })
56        it('unless player rolls another strike', function () {
57            f5 = new Frame (5, 4)
58            f6 = new Frame (10, 0)
59            f7 = new Frame (1, 0)
60            f8 = new Frame (1, 0)
61            expect(bowling.strikeBonus()).toEqual(2)
62            expect(bowling._isStrikeInARow(f6)).toBe(false)
63        })
64    })
65    describe('#totalGamePoints', function () {
66        it('should return total points and bonus for the game', function () {
67            f5 = new Frame (10, 0)
68            f6 = new Frame (5, 5)
69            f7 = new Frame (1, 0)
70            f7 = new Frame (1, 0) // totalPoints 22+ spareBonus 1 + strikeBonus 11 = 34
71            expect(bowling.totalGamePoints()).toEqual(3)
72        })
73    })
74 })
```

Tree: ebe8b8d1b8 ▾

bowling-challenge / spec / frameSpec.js

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20 lines (18 sloc) | 514 Bytes

```
1 describe('Frame', function () {
2   var frame
3
4   beforeEach(function () {
5     frame = new Frame ()
6   })
7   describe('#initialize', function () {
8     it('should add rolls to the frame', function () {
9       frame = new Frame (0, 0)
10      expect(frame.rolls).toEqual([0, 0])
11    })
12    it('should contain default strike status as false', function () {
13      expect(frame.strike).toBe(false)
14    })
15    it('should contain default spare status as false', function () {
16      expect(frame.spare).toBe(false)
17    })
18  })
19 })
```

Tree: ebe8b8d1b8 ▾

bowling-challenge / spec / specHelper.js

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28 lines (25 sloc) | 392 Bytes

```
1  var myGlobal
2  var bowling
3  var f
4  var f2
5  var f3
6  var f4
7  var f5
8  var f6
9  var f7
10 var f8
11 var f9
12 var f10
13
14 beforeEach(function() {
15   f = new Frame (1, 2)
16   f2 = new Frame (3, 4)
17   f3 = new Frame (5, 5)
18   f4 = new Frame (6, 0)
19   f5 = new Frame (7, 1)
20   f6 = new Frame (10, 0)
21   f7 = new Frame (0, 10)
22   f8 = new Frame (5, 5)
23   f9 = new Frame (8, 2)
24   f10 = new Frame (5, 5)
25
26   bowling = new Bowling()
27 })
```

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93 lines (85 sloc) | 2.06 KB

```
1  'use strict'
2
3  // var Frame = require('../src/frame')
4  function Frame (first, second) {
5    this.rolls = [first, second]
6    this.MAX_POINTS = 10
7    this.spare = false
8    this.strike = false
9  }
10
11  Frame.prototype = {
12    isStrike: function () {
13      if (this.first === this.MAX_POINTS) {
14        this.strike = true
15      }
16    },
17    isSpare: function () {
18      if (this.first + this.second === this.MAX_POINTS) {
19        this.spare = true
20      }
21    },
22    firstRoll: function () {
23      return this.rolls[0]
24    },
25    secondRoll: function () {
26      return this.rolls[1]
27    },
28    rollScore: function () {
29      return this.first + this.second
30    }
31  }
32
33  function Bowling () {
34    this.frames = []
35    this.totalPoints = 0
36    this.MAX_FRAMES = 10
37  }
38
39  Bowling.prototype = {
40
41    error: function () {
42      if (this.frames.length > this.MAX_FRAMES) {
43        throw ('Max Frames Added')
44      }
45    },
46
47    addFrame: function (generatedFrame) {
48      this.error()
49      this.frames.push(generatedFrame)
50    },
51    generatedFrame: function (a, b) {
52      var frame = new Frame (a, b)
53      points = frame.rollScore
54      points += this.totalPoints // implementation needs to generate frame scores to total points, but doesn't
55    },
56    countPoints: function () {
57      this.frames.forEach(function (frame) {
58        var total = 0
59        console.log(frame)
60        for (var i in frame) { total += frame[i] }
61        console.log(total)
62        this.totalPoints += total
63      })
64    },
65    spareBonus: function (frame) {
66      return 4
67    },
68    _followingFrame: function (frame) {
69      var i // check if it returns the next frame
70      this.frames[i] = frame
71      return this.frame[i + 1]
72    },
73    _nextToFollowingFrame: function (frame) {
74      var i
75      this.frame[i] = frame
76      return this.frame[i + 2] // check if it returns the next to following frame
77    },
78    _isStrikeInARow: function () {
79      return false
80    },
81    strikeBonus: function () {
82      if (this._isStrikeInARow === false) {
83        return 2 // return normal strike bonus
84      }
85    },
86    totalGamePoints: function () {
87      var points = this.countPoints + this.spareBonus + this.strikeBonus
88      return points
89    }
90  }
91
92  module.exports = Bowling
```

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27 lines (24 sloc) | 401 Bytes

```
1  var Frame = require('frame')
2  var bowling = require('Bowling')
3
4  var myGlobal
5  var bowling
6  var f
7  var f2
8  var f3
9  var f4
10 var f5
11 var f6
12 var f7
13 var f8
14 var f9
15 var f10
16
17   f = new Frame (1, 2)
18   f2 = new Frame (3, 4)
19   f3 = new Frame (5, 5)
20   f4 = new Frame (6, 0)
21   f5 = new Frame (7, 1)
22   f6 = new Frame (10, 0)
23   f7 = new Frame (0, 10)
24   f8 = new Frame (5, 5)
25   f9 = new Frame (8, 2)
26   f10 = new Frame (5, 5)
```

Tree: ebe8b8d1b8 ▾

bowling-challenge / src / frame.js

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33 lines (29 sloc) | 595 Bytes

```
1  'use strict'
2
3  function Frame (first, second) {
4    this.rolls = [first, second]
5    this.MAX_POINTS = 10
6    this.spare = false
7    this.strike = false
8  }
9
10 Frame.prototype = {
11   isStrike: function () {
12     if (this.first === this.MAX_POINTS) {
13       this.strike = true
14     }
15   },
16   isSpare: function () {
17     if (this.first + this.second === this.MAX_POINTS) {
18       this.spare = true
19     }
20   },
21   firstRoll: function () {
22     return this.rolls[0]
23   },
24   secondRoll: function () {
25     return this.rolls[1]
26   },
27   rollScore: function () {
28     return this.first + this.second
29   }
30 }
31
32 module.exports = Frame
```