


Fetching contributors...

 Cannot retrieve contributors at this time

52 lines (43 sloc) | 1.37 KB

1

describe('Game', function() {

2

var game

3

beforeEach(function(){

4

game = new Game();

5

});

6

7

it('should be able to create one frame', function(){

8

expect(game._newFrame()).toEqual('Added new frame')

9

});

10

11

it('should be able to play round 1', function(){

12

game.playRound1(4);

13

expect(game.currentframe).toEqual([4]);

14

});

15

16

it('should clear the current frame when end of second round', function(){

17

game.playRound1(4);

18

game.playRound2(5);

19

expect(game.currentframe).toEqual([]);

20

});

21

22

it('should add the current frame to the frames array', function(){

23

game.playRound1(4);

24

game.playRound2(5);

25

expect(game._frames).toEqual([[0,0],[0,0],[4,5]]);

26

});

27

28

it('should be able to count the total score', function(){

29

game.playRound1(4);

30

game.playRound2(5);

31

expect(game.totalscore).toEqual(9);

32

});

33

34

it('if a spare has been thrown, the next game should add the pins twice to the total score', function(){

35

game.playRound1(1);

36

game.playRound2(9);

37

game.playRound1(5);

38

game.playRound2(3);

39

expect(game.totalscore).toEqual(26);

40

})

41

42

it('if a strike has been thrown, the next 2 games should add the pins twice to the total score', function(){

43

game.playRound1(10);

44

game.playRound1(1);

45

game.playRound2(1);

46

game.playRound1(1);

47

game.playRound2(1);

48

expect(game.totalscore).toEqual(18);

49

})

50

51

});

Tree: 89318d536a ▼

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

Find file

Copy path

Fetching contributors...



Cannot retrieve contributors at this time

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 });
```

Tree: 89318d536a ▾

bowling-challenge / app / public / src / Game.js

Find fileCopy path

Fetching contributors...

 Cannot retrieve contributors at this time

87 lines (73 sloc) | 1.85 KB

1

MAXPINS = 10

2

3

function Game(){

4

this._frames = [[0,0],[0,0]]

5

this.totalscore = 0

6

this.currentframe = []

7

this.roll = 0

8

this.count = 0

9

}

10

11

Game.prototype._newFrame= function(){

12

this.currentframe = [];

13

return 'Added new frame'

14

};

15

16

Game.prototype.playRound1 = function(pins){

17

this.currentframe.push(pins);

18

this.roll += pins;

19

this._strike();

20

};

21

22

Game.prototype.playRound2 = function(pins){

23

this.currentframe.push(pins);

24

this.roll += pins

25

this._addscore();

26

this.endround();

27

this._StrikeBonus();

28

this._spare();

29

this.count += 1;

30

this.roll = 0

31

};

32

33

Game.prototype.endround = function(){

34

this._frames.push(this.currentframe)

35

this._newFrame();

36

};

37

38

Game.prototype._showtotalscore = function(){

39

return this.totalscore;

40

}

41

42

Game.prototype._addscore = function(){

43

this._iteration(this.currentframe)

44

};

45

46

Game.prototype._strike = function() {

47

if(this.roll === MAXPINS){

48

this._addscore();

49

this.endround();

50

this.roll = 0

51

this.count += 1;

52

return 'STRIKE';

53

};

54

};

55

56

Game.prototype._spare = function(){

57

this.addScoreLastArray()

58

if(this.addScoreLastArray() === 10 && (this._frames[(this._frames.length) - 2].length) === 2){

59

this._iteration(this._frames[(this._frames.length) - 1])

60

};

61

};

62

63

Game.prototype.showcount = function(){

64

return this.count;

65

}

66

67

Game.prototype._StrikeBonus = function(){

68

if(this._frames[(this._frames.length) - 3].length === 1){

69

this._iteration(this._frames[(this._frames.length) - 1])

70

this._iteration(this._frames[(this._frames.length) - 2])

71

};

72

};

73

74

Game.prototype._iteration = function(array){

75

for (var i = 0; i < array.length; i++){

76

this.totalscore += array[i];

77

};

78

}

79

80

Game.prototype.addScoreLastArray = function(){

81

this.sum = 0

82

for (var i = 0; i < this._frames[(this._frames.length) - 2].length; i++){

83

this.sum += this._frames[(this._frames.length) - 2][i];

84

};

85

return this.sum

86

};

Tree: 89318d536a ▾

bowling-challenge / app / public / src / index.js

Find file

Copy path

Fetching contributors...

 Cannot retrieve contributors at this time

38 lines (28 sloc) | 706 Bytes

```
1  $(document).ready(function() {
2    var game = new Game();
3
4    function updateTotalScore() {
5      $("#totalscore").html('Total Score: ' + game._showtotalscore());
6    }
7
8    function updateCount() {
9      $("#count").html('Round: ' + game.showcount());
10   }
11
12
13   $('#submitpins').click(function(){
14     var pins = parseInt($('#pins').val())
15     game.playRound1(pins);
16     updateTotalScore();
17     updateCount();
18     if(pins === 10){
19       $('#pins').val('');
20     }
21   });
22
23   $('#submitpins2').click(function(){
24     var pins2 = parseInt($('#pins2').val())
25     game.playRound2(pins2);
26     updateTotalScore();
27     updateCount();
28     $('#pins').val('');
29     $('#pins2').val('');
30   });
31
32
33
34   updateCount()
35   updateTotalScore()
36
37   });
```

Tree: 89318d536a ▾

bowling-challenge / app / views / index.html

Find file

Copy path

Fetching contributors...

 Cannot retrieve contributors at this time

30 lines (21 sloc) | 641 Bytes

```
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>
```