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71 lines (67 sloc) | 2.13 KB

```html
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-hwg4gsxgFZhOsEEamdOYGBf13FyQuiTwlAQgxVSNgt4=" 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: <span id="total-score"></span></h1>
66
67    <script src="../src/frame.js"></script>
68    <script src="../jQuery.js"></script>
69  </body>
70  </html>
```

Tree: **466ad7c6ad** ▾   **bowling-challenge** / spec / **SpecHelper.js**   Find file   Copy path

16 lines (14 sloc) │ 320 Bytes

```javascript
beforeEach(function () {
  jasmine.addMatchers({
    toBePlaying: function () {
      return {
        compare: function (actual, expected) {
          var player = actual;

          return {
            pass: player.currentlyPlayingSong === expected && player.isPlaying
          };
        }
      };
    }
  });
});
```

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97 lines (75 sloc) | 2.57 KB

```javascript
describe("Frame", function() {
  var frame = new Frame();

  describe("bowlOne", function() {

    it("Should have a bowlOne property", function() {
      expect(frame.bowlOne).toEqual(null)
    });

    it("Should assign a score of 6 to bowlOne", function() {
      frame.setBowlOneScore(6);
      expect(frame.bowlOne).toEqual(6)
    });

    it("Should return the value of bowlOne", function() {
      frame.setBowlOneScore(6);
      expect(frame.getBowlOneScore()).toEqual(6)
    });

  });

  describe("bowlTwo", function() {

    it("Should have a bowlTwo property", function() {
      expect(frame.bowlTwo).toEqual(null)
    });

    it("Should assign a score of 3 to bowlTwo", function() {
      frame.setBowlTwoScore(3);
      expect(frame.bowlTwo).toEqual(3)
    });

    it("Should return the value of bowlTwo", function() {
      frame.setBowlTwoScore(3);
      expect(frame.getBowlTwoScore()).toEqual(3)
    });

  });

  describe("Score", function() {

    it("Should have a score property", function() {
      expect(frame.score).toEqual([])
    });

    it("Should set the score for the frame to [4, 5]", function() {
      frame.setBowlOneScore(4);
      frame.setBowlTwoScore(5);
      frame.setFrameScore();
      expect(frame.score).toEqual([4, 5])
    });

    it("Should return the score for the frame", function() {
      frame.setBowlOneScore(4);
      frame.setBowlTwoScore(5);
      frame.setFrameScore();
      expect(frame.getScore()).toEqual([4, 5])
    });

  });

  describe("Spare", function() {
    it("Should have a spare property that is false by default", function() {
      expect(frame.spare).toEqual(false)
    });

    it("Should be changed to true if the player scores ten between both bowls, but not on just the first one", function() {
      frame.setBowlOneScore(2);
      frame.setBowlTwoScore(8);
      frame.setFrameScore();
      expect(frame.spare).toEqual(true)
    });

    it("Sets bowlTwo to '/' if a spare has been scored", function() {
      frame.setBowlOneScore(2);
      frame.setBowlTwoScore(8);
      expect(frame.bowlTwo).toEqual('/')
    })
  });

  describe("Strike", function() {
    it("Should have a strike property that is false by default", function() {
      expect(frame.strike).toEqual(false)
    });

    it("Should set bowlTwo to '-' if player scores ten on bowlOne", function() {
      frame.setBowlOneScore(10);
      expect(frame.getBowlTwoScore()).toEqual('-')
    });

    it("Should be changed to true if the player scores ten on their first bowl", function() {
      frame.setBowlOneScore(10);
      expect(frame.strike).toEqual(true)
    });
  });
});
```

66 lines (58 sloc) | 1.87 KB

```javascript
describe("Scorecard", function() {
  var scorecard;
  var frame;
  var frame1;

  beforeEach(function() {
    scorecard = new Scorecard();
    frame = new Frame();
    frame1 = new Frame();
  });

  describe("frameResults", function() {
    it("Should be set to an empty array by default", function() {
      expect(scorecard.frameResults).toEqual([])
    });
  });

  describe("addFrame", function() {
    it("Should add a frame function into the frameResults array", function() {
      scorecard.addFrame(frame);
      expect(scorecard.frameResults).toEqual([frame])
    });
  });

  describe("frameScores", function() {
    it("Should be an empty array by default", function() {
      expect(scorecard.frameScores).toEqual([])
    });

    it("Calling updateScores should set it to [7]", function() {
      frame.setBowlOneScore(5);
      frame.setBowlTwoScore(2);
      frame.setFrameScore();
      scorecard.addFrame(frame);
      scorecard.updateScores();
      expect(scorecard.frameScores).toEqual([7])
    });

    it("Scoring a spare should add the score of the next bowl onto the score", function() {
      frame.setBowlOneScore(7);
      frame.setBowlTwoScore(3);
      frame.setFrameScore();
      scorecard.addFrame(frame);
      scorecard.updateScores();
      frame1.setBowlOneScore(6);
      frame1.setBowlTwoScore(2);
      frame1.setFrameScore();
      scorecard.addFrame(frame1);
      scorecard.updateScores();
      expect(scorecard.frameScores[0]).toEqual(16)
    });

    it("Scoring a strike should add the score of the next two bowls onto the score", function() {
      frame.setBowlOneScore(10);
      frame.setFrameScore();
      scorecard.addFrame(frame);
      frame1.setBowlOneScore(4);
      frame1.setBowlTwoScore(4);
      frame1.setFrameScore();
      scorecard.addFrame(frame1);
      scorecard.updateScores();
      expect(scorecard.frameScores[0]).toEqual(18)
    })
  });
});
```

Tree: 466ad7c6ad ▾   **bowling-challenge** / src / **frame.js**   Find file   Copy path

47 lines (40 sloc) | 944 Bytes

```javascript
function Frame() {
  this.bowlOne = null;
  this.bowlTwo = null;
  this.score = [];
  this.spare = false;
  this.strike = false;
};

Frame.prototype.setBowlOneScore = function(score) {
  this.bowlOne = score;
  if (this.bowlOne === 10) {
    this.strike = true;
    this.setBowlTwoScore('-');
  }
};

Frame.prototype.getBowlOneScore = function() {
  return this.bowlOne;
};

Frame.prototype.setBowlTwoScore = function(score) {
  if (this.getBowlOneScore() + score === 10) {
    this.spare = true;
    this.bowlTwo = '/';
  } else {
    this.bowlTwo = score;
  }
};

Frame.prototype.getBowlTwoScore = function() {
  if (this.bowlTwo === '/') {
    return 10 - this.getBowlOneScore();
  } else {
    return this.bowlTwo;
  }
};

Frame.prototype.setFrameScore = function() {
  this.score = []
  this.score.push(this.getBowlOneScore());
  this.score.push(this.getBowlTwoScore());
};

Frame.prototype.getScore = function() {
  return this.score;
};
```

Tree: **466ad7c6ad ▾**   **bowling-challenge** / src / **scorecard.js**   Find file   Copy path

31 lines (28 sloc) | 1019 Bytes

```javascript
function Scorecard() {
  this.frameResults = [];
  this.frameScores = []
};

Scorecard.prototype.addFrame = function (frame) {
  this.frameResults.push(frame);
};

Scorecard.prototype.updateScores = function () {
  var frame = this.frameResults[this.frameResults.length - 1];
  var score = frame.score.reduce(function (total, amount) {
    return total + amount;
  });
  if (frame.spare === false && frame.strike === false) {
    if (this.frameResults.length > 1 && this.frameResults[this.frameResults.length - 2].spare === true) {
      var spareScore = 10 + frame.getBowlOneScore();
      this.frameScores.push(spareScore);
      this.frameScores.push(score);
    } else if (this.frameResults.length > 1 && this.frameResults[this.frameResults.length - 2].strike === true) {
      var strikeScore = 10 + frame.getBowlOneScore() + frame.getBowlTwoScore();
      this.frameScores.push(strikeScore);
      this.frameScores.push(score);
    } else {
      this.frameScores.push(score);
    }
  } else {
    return;
  }
};
```