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25 lines (18 sloc) | 622 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/Bowling.js"></script>
16
17   <!-- include spec files here... -->
18   <script src="spec/BowlingSpec.js"></script>
19
20 </head>
21
22 <body>
23 </body>
24 </html>
```


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43 lines (36 sloc) | 536 Bytes

```
1  .boxes {
2      position: absolute;
3  }
4
5  .box {
6      height: 70px;
7      width: 85px;
8      border: 1px solid black;
9      float: right;
10     position: relative;
11     float: left;
12
13 }
14
15 .right-corner {
16     text-align: center;
17     height: 50%;
18     width: 47%;
19     border: 1px solid black;
20     float: right;
21 }
22
23 .left-corner {
24     text-align: center;
25     height: 50%;
26     width: 47%;
27     float: left;
28 }
29
30 .bottom-half {
31     text-align: center;
32     width: 100%;
33     height: 45%;
34     float: left;
35 }
36
37 .final-frame-corner {
38     width: 45%;
39     height: 100%;
40     border: 1px solid black;
41     float: left;
42 }
```

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107 lines (105 sloc) | 2.8 KB

```
1  <!DOCTYPE html>
2  <html>
3    <head>
4      <meta charset="utf-8">
5      <meta name="viewport" content="width=device-width, initial-scale=1">
6      <title>Bowling Scoreboard</title>
7      <link rel="stylesheet" href="css/master.css">
8    </head>
9    <body>
10     <div>
11       <span id="score"></span>
12     </div>
13     <div id="buttons">
14
15   </div>
16   <div class="boxes">
17     <div class="box">
18       <div id="1" class="left-corner">
19       </div>
20       <div id="2" class="right-corner">
21       </div>
22       <div id="frame-1" class="bottom-half">
23       </div>
24     </div>
25     <div class="box">
26       <div id="3" class="left-corner">
27       </div>
28       <div id="4" class="right-corner">
29       </div>
30       <div id="frame-2" class="bottom-half">
31       </div>
32     </div>
33     <div class="box">
34       <div id="5" class="left-corner">
35       </div>
36       <div id="6" class="right-corner">
37       </div>
38       <div id="frame-3" class="bottom-half">
39       </div>
40     </div>
41     <div class="box">
42       <div id="7" class="left-corner">
43       </div>
44       <div id="8" class="right-corner">
45       </div>
46       <div id="frame-4" class="bottom-half">
47       </div>
48     </div>
49     <div class="box">
50       <div id="9" class="left-corner">
51       </div>
52       <div id="10" class="right-corner">
53       </div>
54       <div id="frame-5" class="bottom-half">
55       </div>
56     </div>
57     <div class="box">
58       <div id="11" class="left-corner">
59       </div>
60       <div id="12" class="right-corner">
61       </div>
62       <div id="frame-6" class="bottom-half">
63       </div>
64     </div>
65     <div class="box">
66       <div id="13" class="left-corner">
67       </div>
68       <div id="14" class="right-corner">
69       </div>
70       <div id="frame-7" class="bottom-half">
71       </div>
72     </div>
73     <div class="box">
74       <div id="15" class="left-corner">
75       </div>
76       <div id="16" class="right-corner">
77       </div>
78       <div id="frame-8" class="bottom-half">
79       </div>
80     </div>
81     <div class="box">
82       <div id="17" class="left-corner">
83       </div>
84       <div id="18" class="right-corner">
85       </div>
86       <div id="frame-9" class="bottom-half">
87       </div>
88     </div>
89     <div class="box">
90       <div id="19" class="left-corner">
91       </div>
92       <div class="right-corner">
93         <div id="20" class="final-frame-corner">
94         </div>
95         <div id="21" class="final-frame-corner">
96         </div>
97       </div>
98       <div id="frame-10" class="bottom-half">
99       </div>
100    </div>
101  </div>
102  <script type="text/javascript" src="src/lib/jquery-3.2.1.slim.min.js"></script>
103  <script type="text/javascript" src="src/Bowling.js"></script>
104  <script type="text/javascript" src="src/BowlingController.js"></script>
105  </body>
106  </html>
```


Tree: 0272ae215e ▾

bowling-challenge / spec / BowlingSpec.js

Find file

Copy path

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96 lines (85 sloc) | 2.61 KB

1

describe("Bowling", function() {

2

var bowling;

3

var times;

4

5

beforeEach(function() {

6

bowling = new Bowling();

7

})

8

9

describe("A new instance of bowling", function() {

10

it ("has a total of zero", function() {

11

expect(bowling.total()).toEqual(0);

12

})

13

it ("has an empty array of frames", function() {

14

expect(bowling.frames()).toEqual([]);

15

})

16

})

17

18

describe("Bowling calculates scores", function() {

19

20

it("[[1,4],[4,5],[6,4],[5,5],[10,0],[0,1],[7,3],[6,4],[10,0],[2,8,6]] => 133", function() {

21

bowling.bowl([1,4]);

22

bowling.bowl([4,5]);

23

bowling.bowl([6,4]);

24

bowling.bowl([5,5]);

25

bowling.bowl([10,0]);

26

bowling.bowl([0,1]);

27

bowling.bowl([7,3]);

28

bowling.bowl([6,4]);

29

bowling.bowl([10,0]);

30

bowling.bowl([2,8,6]);

31

expect(bowling.total()).toEqual(133);

32

})

33

34

it("[[0,1],[2,3],[4,5],[6,4],[3,6],[5,4],[5,5],[3,5],[2,7],[3,7,6]] => 92", function() {

35

bowling.bowl([0,1]);

36

bowling.bowl([2,3]);

37

bowling.bowl([4,5]);

38

bowling.bowl([6,4]);

39

bowling.bowl([3,6]);

40

bowling.bowl([5,4]);

41

bowling.bowl([5,5]);

42

bowling.bowl([3,5]);

43

bowling.bowl([2,7]);

44

bowling.bowl([3,7,6]);

45

expect(bowling.total()).toEqual(92);

46

})

47

48

it("[[9,1],[2,4],[6,4],[6,2],[6,4],[10,0],[7,3],[0,1],[10,0],[9,1,9]] => 132", function() {

49

bowling.bowl([9,1]);

50

bowling.bowl([2,4]);

51

bowling.bowl([6,4]);

52

bowling.bowl([6,2]);

53

bowling.bowl([6,4]);

54

bowling.bowl([10,0]);

55

bowling.bowl([7,3]);

56

bowling.bowl([0,1]);

57

bowling.bowl([10,0]);

58

bowling.bowl([9,1,9]);

59

expect(bowling.total()).toEqual(132);

60

})

61

62

it("[[5,5],[4,6],[6,4],[4,6],[7,3],[2,8],[8,2],[2,8],[7,3],[2,8,7]] => 149", function() {

63

bowling.bowl([5,5]);

64

bowling.bowl([4,6]);

65

bowling.bowl([6,4]);

66

bowling.bowl([4,6]);

67

bowling.bowl([7,3]);

68

bowling.bowl([2,8]);

69

bowling.bowl([8,2]);

70

bowling.bowl([2,8]);

71

bowling.bowl([7,3]);

72

bowling.bowl([2,8,7]);

73

expect(bowling.total()).toEqual(149);

74

})

75

76

it("[[10,0],[10,0],[10,0],[10,0],[10,0],[10,0],[10,0],[10,0],[10,0],[2,7]] => 260", function() {

77

times = 9;

78

for (var i=0; i<times; i++) {

79

bowling.bowl([10,0]);

80

}

81

bowling.bowl([2,7]);

82

expect(bowling.total()).toEqual(260);

83

})

84

85

it("[[10,0],[10,0],[10,0],[10,0],[10,0],[10,0],[10,0],[10,0],[10,0],[10,10,10]] => 300", function() {

86

times = 9;

87

for (var i=0; i<times; i++) {

88

bowling.bowl([10,0]);

89

}

90

bowling.bowl([10,10,10]);

91

expect(bowling.total()).toEqual(300);

92

})

93

94

})

95

});

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88 lines (76 sloc) | 2.23 KB

```
1  function Bowling() {
2    this._total = 0;
3    this._frames = [];
4    this._spareBonus;
5    this._strikeBonus;
6  };
7
8  var previousFrame;
9  var previousPreviousFrame;
10 var frameTotal;
11 var previousTotal;
12
13 Bowling.prototype.total = function () {
14   return this._total;
15 };
16
17 Bowling.prototype.frames = function () {
18   return this._frames;
19 };
20
21 Bowling.prototype.framesTotal = function(n) {
22   var framesTotal = 0;
23   for (var i=0; i<n; i++) {
24     framesTotal += (this._frames[i].reduce(function(a, b) {return a + b;}, 0));
25   }
26   lastFrame = this._frames.slice(-1)[0];
27   lastFrameTotal = this._frames.slice(-1)[0].reduce(function(a, b) {return a + b;}, 0);
28   return this._total - lastFrameTotal;
29 }
30
31 Bowling.prototype.spareBonus = function () {
32   return this._spareBonus;
33 };
34
35 Bowling.prototype.strikeBonus = function () {
36   return this._strikeBonus;
37 };
38
39 Bowling.prototype.resetBonus = function () {
40   this._strikeBonus = null;
41   this._spareBonus = null;
42 };
43
44 Bowling.prototype.reset = function() {
45   this._total = 0;
46   this._frames = [];
47 }
48
49 Bowling.prototype.bowl = function(roll) {
50   previousFrame = this._frames.slice(-1)[0];
51   frameTotal = roll.reduce(function(a, b) {return a + b;}, 0);
52   if (this._frames.length === 9) {
53     frameSliceTotal = roll.slice(0,2).reduce(function(a, b) { return a + b; }, 0);
54     this._calculate(roll, frameSliceTotal);
55   } else if (previousFrame) {
56     this._calculate(roll, frameTotal);
57   }
58   if (this._frames.length >= 2) {
59     this._checkTwoFramesBack(roll);
60   }
61   this._frames.push(roll);
62   this._total += frameTotal;
63   if (previousFrame) {
64     previousTotal = previousFrame.reduce(function(a, b) { return a + b; }, 0);
65     if (previousTotal === 10) {
66       if (previousFrame[1] !== 0) {
67         this._spareBonus = roll[0];
68       } else {
69         this._strikeBonus = roll[0] + roll[1];
70       }
71     }
72   }
73 };
74
75 Bowling.prototype._checkTwoFramesBack = function(roll) {
76   previousPreviousFrame = this._frames.slice(-2)[0];
77   if (previousPreviousFrame[0] === 10 && previousFrame[1] == 0) {
78     this._total += roll[0];
79   }
80 }
81
82 Bowling.prototype._calculate = function(roll, frameTotal) {
83   previousTotal = previousFrame.reduce(function(a, b) { return a + b; }, 0);
84   if (previousTotal == 10) {
85     previousFrame[0] == 10 ? this._total += frameTotal : this._total += roll[0];
86   }
87 }
```



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143 lines (126 sloc) | 3.34 KB

```
1  $(document).ready(function() {
2
3      var bowling = new Bowling();
4      var frame = [];
5      var divId = 1;
6      var frameId = 1;
7      var strikeTracker = 0;
8      var spareTracker = 0;
9      var frameNumber = 0;
10
11     function updateScore () {
12         $("#score").html(bowling.total());
13         frame = [];
14     }
15
16     function createButtons(limit) {
17         for (var i=0; i<=limit; i++) {
18             $('#buttons').append('<input class="bowl-button" type="button" value="' + i + '">');
19         }
20     }
21
22     function addBowlToDiv(bowl, id) {
23         var isRightCorner = $("#" + id).hasClass('right-corner');
24         var leftCornerValue = parseInt($("#" + (id-1)).html());
25         if (id < 19) {
26             if (bowl === 10) {
27                 $("#" + (id + 1)).append('X');
28             } else if (isRightCorner && (leftCornerValue + bowl === 10)) {
29                 $("#" + id).append('/');
30             } else {
31                 $("#" + id).append(bowl);
32             }
33         } else {
34             if (bowl === 10) {
35                 $("#" + id).append('X');
36             } else {
37                 $("#" + id).append(bowl);
38             }
39         }
40     }
41
42     function restartButton() {
43         $('.bowl-button').remove();
44         $('#buttons').append('<input id="restart" type="button" value="Restart">');
45         $('#restart').click(function() {
46             bowling.reset();
47             updateScore();
48             $('#restart').remove();
49             refreshButtons(10);
50             divId = 1;
51             emptyDivs();
52         })
53     }
54
55     function frameScore(id) {
56         var divId = "#frame-" + id;
57         var total = frame[0] + frame[1];
58         if (total === 10) {
59
60         }
61         if (frame.length == 2) {
62             $(divId).append(bowling.total());
63         }
64     }
65
66     function frameTotal(id) {
67         var divId = "#frame-" + id;
68         var total = bowling.framesTotal(id);
69         $(divId).html(bowling.framesTotal(id));
70     }
71
72     function emptyDivs() {
73         for (var i=1; i<=21; i++) {
74             $('#' + i).html('');
75         }
76     }
77
78     function strike() {
79         bowling.bowl([10, 0]);
80         updateScore();
81     }
82
83     function bowl(frame) {
84         bowling.bowl(frame);
85         updateScore();
86     }
87
88     function addListener() {
89         $('.bowl-button').click(function() {
90             var clicked = parseInt($(this).val());
91             if (strikeTracker >= 1) {
92                 strikeTracker++;
93             }
94             if (strikeTracker === 4) {
95                 frameTotal(frameNumber);
96                 strikeTracker = 0;
97             }
98             addBowlToDiv(clicked, divId);
99             bowling.frames().length < 9 && clicked === 10 ? divId += 2 : divId++ ;
100             frame.push(clicked);
101             if (frame.length !== 2 && clicked !== 10) {
102                 refreshButtons(10 - clicked);
103             }
104             if (bowling.frames().length < 9) {
105                 if (clicked === 10) {
106                     strike();
107                     frameNumber = bowling.frames().length;
108                     strikeTracker++;
109                 } else if (frame.length === 2) {
110                     bowl(frame);
111                     var frameNo = bowling.frames().length;
112                     $("#frame-" + frameNo).html(bowling.total());
113                     refreshButtons(10);
114                 }
115             }
116             if (bowling.frames().length === 9) {
117                 if (frame.length === 2) {
118                     refreshButtons(10);
119                 }
120                 if ((frame[0] === 10 || frame[0] + frame[1] === 10) && frame.length === 3) {
121                     bowl(frame);
122                 } else if (frame.length === 2 && frame[0] !== 10 && frame[0] + frame[1] !== 10) {
123                     bowl(frame);
124                 }
125             }
126             if (bowling.frames().length === 10) {
127                 restartButton();
128             }
129         })
130     }
131
132     function refreshButtons(limit) {
133         $('.bowl-button').remove();
134         createButtons(limit);
135         addListener();
136     }
137
138     refreshButtons(10);
139
140     updateScore();
141
142 })
```