

Tree: d22bb99a8b ▼

bowling-challenge / SpecRunner.html

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30 lines (23 sloc) | 829 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/Player.js"></script>  
16 <script src="src/Game.js"></script>  
17 <script src="src/Frame.js"></script>  
18  
19 <!-- include spec files here... -->  
20 <script src="spec/SpecHelper.js"></script>  
21 <script src="spec/PlayerSpec.js"></script>  
22 <script src="spec/GameSpec.js"></script>  
23 <script src="spec/FrameSpec.js"></script>  
24  
25 </head>  
26  
27 <body>  
28 </body>  
29 </html>

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

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16 lines (12 sloc) | 279 Bytes

```
1 describe("Frame", function() {
2
3     var frame;
4
5     beforeEach(function() {
6         frame = new Frame();
7     });
8
9     describe('#pushValue', function(){
10         it('Pushes number of pins to frame', function(){
11             frame.pushValue(5)
12             expect(frame.values()).toEqual([5])
13         });
14     });
15 });
```

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

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0 lines (0 sloc) | 0 Bytes

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bowling-challenge / spec / PlayerSpec.js

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35 lines (27 sloc) | 751 Bytes

```
1 describe("Player", function() {
2
3   var player;
4
5   beforeEach(function() {
6     player = new Player();
7   });
8
9   // why function does not return an array?
10  describe('#scoreBoard', function() {
11    it('Should return an array with length 10', function() {
12      expect(player._scoreBoard.length).toEqual(10)
13    });
14  });
15
16  describe('#bonus', function() {
17    it('Should return a bonus value', function() {
18      expect(player.bonus()).toEqual(0)
19    });
20  });
21
22
23  describe('#assignBonus', function() {
24    it('should assign a bonus to a player', function() {
25      player.assignBonus(10);
26      expect(player.bonus()).toEqual(10)
27    });
28
29    it('works', function(){
30      player.assignBonus(10);
31      expect(player._bonus).toEqual(10)
32    });
33  });
34 });
```

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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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**bowling-challenge** / [src](#) / **Frame.js**

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12 lines (9 sloc) | 190 Bytes

```
1  function Frame() {
2      this._frame = [];
3  };
4
5  Frame.prototype.values = function() {
6      return this._frame;
7  };
8
9  Frame.prototype.pushValue = function(value) {
10     return this._frame.push(value);
11 };
```

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**bowling-challenge** / [src](#) / **Game.js**

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3 lines (2 sloc) | 20 Bytes

```
1  function Game() {  
2  }
```


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bowling-challenge / src / Player.js

Find file

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58 lines (48 sloc) | 1000 Bytes

1

function Player() {

2

3

this.\_roll = null

4

this.\_bonus = 0

5

this.\_scoreBoard = [

6

new Frame,

7

new Frame,

8

new Frame,

9

new Frame,

10

new Frame,

11

new Frame,

12

new Frame,

13

new Frame,

14

new Frame,

15

new Frame,

16

];

17

};

18

19

20

21

Player.prototype.scoreBoard = function() {

22

return this.\_scoreBoard;

23

};

24

25

Player.prototype.bonus = function() {

26

return this.\_bonus;

27

};

28

29

Player.prototype.roll = function() {

30

return this.\_roll;

31

};

32

33

Player.prototype.assignBonus = function(bonus) {

34

this.\_bonus = bonus;

35

};

36

37

38

// Player.prototype.play = function(song) {

39

// this.currentlyPlayingSong = song;

40

// this.isPlaying = true;

41

// };

42

//

43

// Player.prototype.pause = function() {

44

// this.isPlaying = false;

45

// };

46

//

47

// Player.prototype.resume = function() {

48

// if (this.isPlaying) {

49

// throw new Error("song is already playing");

50

// }

51

//

52

// this.isPlaying = true;

53

// };

54

//

55

// Player.prototype.makeFavorite = function() {

56

// this.currentlyPlayingSong.persistFavoriteStatus(true);

57

// };