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26 lines (20 sloc) | 722 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="public/src/Bowling.js"></script>
16   <script src="public/src/frame.js"></script>
17
18   <!-- include spec files here... -->
19   <script src="spec/bowlingSpec.js"></script>
20   <script src="spec/jasmineHelper.js"></script>
21 </head>
22
23 <body>
24 </body>
25 </html>
```

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90 lines (74 sloc) | 3.04 KB

```
1 function Bowling() {
2   this.points = [0]
3   this.pointsBonus = [0]
4   this.lastScore = 0
5   this.actualFrame = 1
6   this.frames = ['Frames', new Frame(), new Frame(), new Frame(), new Frame(), new Frame(), new Frame(), new Frame(), new Frame()
7 };
8
9 Bowling.prototype.throw = function(score) {
10   this.lastScore = score
11   return this.lastScore
12 };
13
14 Bowling.prototype.record = function() {
15   this.points.push(this.lastScore);
16 };
17
18 Bowling.prototype.recordInFrame = function(score) {
19   this.frames[this.actualFrame].framePoints.push(score)
20 };
21
22 Bowling.prototype.throw_record = function(score) {
23   this.throw(score);
24   this.record();
25   this.recordInFrame(score)
26   this.reducePins(score);
27   this.spareBonus();
28   this.strikeBonus();
29 };
30
31 Bowling.prototype.reducePins = function(n) {
32   (this.frames[this.actualFrame].pins) -= n
33 };
34
35 Bowling.prototype.increaseActualFrame = function () {
36   if (this._numberOfRollsActualFrame() === 2) {
37     this.actualFrame += 1
38   } else if (this._isStrike()) {
39     this.actualFrame += 1
40   }
41 };
42
43 Bowling.prototype._isGutter = function() {
44   if (bowling.points.reduce((a, b) => a + b) === 0 && bowling.points.length === 21) this.points.push(20);
45 };
46
47 Bowling.prototype.spareBonus = function () {
48   if (this._numberOfRollsActualFrame() === 1) {
49     if (this._wasSpare()) {
50       this.frames[this.actualFrame - 1].framePoints[1] += this.lastScore
51       this.pointsBonus.push(this.lastScore)
52     }
53   }
54 };
55
56 Bowling.prototype.strikeBonus = function () {
57   if ( this._wasStrike1() && this._numberOfRollsActualFrame() === 2) {
58     this.frames[this.actualFrame - 1].framePoints[0] += this.frames[this.actualFrame].framePoints[0] + this.frames[this.actualF
59     this.pointsBonus.push(this.frames[this.actualFrame].framePoints[0] + this.frames[this.actualFrame].framePoints[1])
60   }
61   if ( this._numberOfRollsActualFrame() === 1 && this._wasStrike1() && this._wasStrike2() ) {
62     this.frames[this.actualFrame - 2].framePoints[0] += (this.frames[this.actualFrame - 1].framePoints[0]) + (this.frames[this.
63     this.pointsBonus.push((this.frames[this.actualFrame - 1].framePoints[0]) + (this.frames[this.actualFrame].framePoints[0]))
64   }
65 };
66
67 Bowling.prototype.wholeGameScore = function () {
68   return bowling.points.reduce((a, b) => a + b) + bowling.pointsBonus.reduce((a, b) => a + b)
69 };
70
71 Bowling.prototype._numberOfRollsActualFrame = function () {
72   return this.frames[this.actualFrame].framePoints.length
73 };
74
75 Bowling.prototype._wasStrike1 = function () {
76   return this.frames[this.actualFrame - 1].pins === 0 && this.frames[this.actualFrame - 1].framePoints[0] === 10
77 };
78
79 Bowling.prototype._wasStrike2 = function () {
80   return this.frames[this.actualFrame - 2].pins === 0 && this.frames[this.actualFrame - 2].framePoints[0] === 10
81 };
82
83 Bowling.prototype._wasSpare = function () {
84   return this.frames[this.actualFrame - 1].pins === 0 && this.frames[this.actualFrame - 1].framePoints[0] !== 10
85 };
86
87 Bowling.prototype._isStrike = function () {
88   return this.frames[this.actualFrame].pins === 0 && this.frames[this.actualFrame].framePoints[0] === 10
89 };
```

Tree: 7d5667591b ▼

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

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5 lines (4 sloc) | 62 Bytes

```
1  function Frame() {  
2    this.pins = 10  
3    this.framePoints = []  
4  }
```


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172 lines (167 sloc) | 6.03 KB

```
1 describe('Bowling', function () {
2
3   beforeEach(function() {
4     bowling = new Bowling();
5   });
6
7   describe('#throw', function() {
8     it('Throw the ball to knock over 10 pins', function () {
9       expect(bowling.throw(10)).toEqual(10);
10    });
11  });
12
13  describe('#record', function() {
14    it('Record the score of the throw', function() {
15      bowling.lastScore = 10;
16      bowling.record();
17      expect(bowling.points[1]).toEqual(10)
18    });
19  });
20  describe('#reducePins', function () {
21    it('Reduce pins of the actual frame', function() {
22      bowling.throw(5);
23      bowling.reducePins(5);
24      expect(bowling.frames[bowling.actualFrame].pins).toEqual(5)
25    });
26  });
27  describe('#increaseActualFrame', function () {
28    it('increase actual frame by one if framePins.length === 2', function () {
29      bowling.recordInFrame(2)
30      bowling.recordInFrame(2)
31      bowling.increaseActualFrame();
32      expect(bowling.actualFrame).toEqual(2)
33    });
34  });
35
36  describe('#recordInFrame', function () {
37    it("The score of the first roll is saved inside the framePins array", function() {
38      bowling.throw(5);
39      bowling.recordInFrame(5);
40      expect(bowling.frames[bowling.actualFrame].framePoints[0]).toEqual(5)
41    });
42  });
43  describe('#recordInFrame', function () {
44    it("The score of the second roll is saved inside the framePins array", function() {
45      bowling.throw(5);
46      bowling.recordInFrame(5);
47      bowling.throw(2);
48      bowling.recordInFrame(2);
49      expect(bowling.frames[bowling.actualFrame].framePoints[1]).toEqual(2)
50    });
51  });
52  describe('#reducePins', function () {
53    it("reduce the pins of a given frame.", function() {
54      bowling.reducePins(5);
55      expect(bowling.frames[bowling.actualFrame].pins).toEqual(5)
56    });
57  });
58  describe('#spareBonus', function () {
59    it("if in the previous frame you did spare, the first score of the next frame is doubled ", function() {
60      bowling.throw(5);
61      bowling.recordInFrame(5);
62      bowling.reducePins(5)
63      bowling.increaseActualFrame();
64      bowling.throw(5);
65      bowling.recordInFrame(5);
66      bowling.reducePins(5)
67      bowling.increaseActualFrame();
68      bowling.throw(5);
69      bowling.recordInFrame(5);
70      bowling.spareBonus();
71      expect(bowling.frames[bowling.actualFrame - 1].framePoints[1]).toEqual(10)
72    });
73  });
74  describe('#StrikeBonus', function () {
75    it("IF you do strike, your frame increase immediately by 1 also if you have done only 1 roll", function() {
76      bowling.throw(10);
77      bowling.recordInFrame(10);
78      bowling.reducePins(10)
79      bowling.increaseActualFrame();
80      expect(bowling.actualFrame).toEqual(2)
81    });
82  });
83  describe('#StrikeBonus', function () {
84    it("IF you do strike, that score increase by the next two rolls of the next frame", function() {
85      bowling.throw(10);
86      bowling.recordInFrame(10);
87      bowling.reducePins(10)
88      bowling.increaseActualFrame();
89      bowling.throw(5);
90      bowling.recordInFrame(5);
91      bowling.reducePins(5)
92      bowling.increaseActualFrame();
93      bowling.throw(5);
94      bowling.recordInFrame(5);
95      bowling.reducePins(5);
96      bowling.strikeBonus();
97      expect(bowling.frames[bowling.actualFrame - 1].framePoints[0]).toEqual(20)
98    });
99  });
100  describe('#StrikeBonus', function () {
101    it("IF you do strike, strike, 3 - 2. The first strike should get a bonus score of 13 and the second one of 5", function() {
102      throw_records_bonus_increaseTurnAndFrame(10);
103      throw_records_bonus_increaseTurnAndFrame(10);
104      throw_records_bonus_increaseTurnAndFrame(3);
105      bowling.throw(2);
106      bowling.recordInFrame(2);
107      bowling.reducePins(2);
108      bowling.spareBonus();
109      bowling.strikeBonus();
110      expect(bowling.frames[bowling.actualFrame - 2].framePoints[0]).toEqual(23)
111      expect(bowling.frames[bowling.actualFrame - 1].framePoints[0]).toEqual(15)
112    });
113  });
114  describe('PointsBonus array', function() {
115    it('The spare bonus points goes in the pointsBonus array', function() {
116      throw_records_bonus_increaseTurnAndFrame(5);
117      throw_records_bonus_increaseTurnAndFrame(5);
118      bowling.throw(2);
119      bowling.record(2);
120      bowling.recordInFrame(2);
121      bowling.reducePins(2);
122      bowling.spareBonus();
123      expect(bowling.pointsBonus.reduce((a, b) => a + b)).toEqual(2)
124    });
125    it('The strike bonus points goes in the pointsBonus array', function() {
126      throw_records_bonus_increaseTurnAndFrame(10);
127      throw_records_bonus_increaseTurnAndFrame(5);
128      bowling.throw(2);
129      bowling.record(2);
130      bowling.recordInFrame(2);
131      bowling.reducePins(2);
132      bowling.strikeBonus();
133      expect(bowling.pointsBonus.reduce((a, b) => a + b)).toEqual(7)
134    });
135    it('The strike bonus points of two strikes in a row goes in the pointsBonus array', function() {
136      throw_records_bonus_increaseTurnAndFrame(10);
137      throw_records_bonus_increaseTurnAndFrame(10);
138      throw_records_bonus_increaseTurnAndFrame(3);
139      bowling.throw(2);
140      bowling.recordInFrame(2);
141      bowling.reducePins(2);
142      bowling.spareBonus();
143      bowling.strikeBonus();
144      expect(bowling.pointsBonus.reduce((a, b) => a + b)).toEqual(18)
145    });
146  });
147  describe('Gutter game', function () {
148    it("Generate a gutter game, where the player doesn't make any points", function() {
149      for (i = 0; i < 20; i++) {
150        throw_records_bonus_increaseTurnAndFrame(0);
151      }
152      bowling._isGutter();
153      expect(bowling.points.reduce((a, b) => a + b)).toEqual(20)
154    });
155  });
156  describe('Game with one spare', function () {
157    it("Generate a spare game, where the player makes 1 spare and check if the final points are correct", function() {
158      for (i = 0; i < 14; i++) {
159        throw_records_bonus_increaseTurnAndFrame(2);
160      }
161      throw_records_bonus_increaseTurnAndFrame(5);
162      throw_records_bonus_increaseTurnAndFrame(5);
163      throw_records_bonus_increaseTurnAndFrame(8);
164      for (i = 0; i < 3; i++) {
165        throw_records_bonus_increaseTurnAndFrame(0);
166      }
167      bowling._isGutter();
168      expect(bowling.wholeGameScore()).toEqual(54)
169    });
170  });
171  });
```


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75 lines (67 sloc) | 2.15 KB

```
1  <!DOCTYPE html>
2  <html>
3    <head>
4      <meta charset="utf-8">
5      <title>Bowling Game</title>
6      <script src="https://ajax.googleapis.com/ajax/libs/jquery/1.8.3/jquery.min.js"></script>
7      <script src="http://code.jquery.com/ui/1.9.2/jquery-ui.js"></script>
8      <script src="../public/src/jquery.js"></script>
9      <script src="../public/src/bowling.js"></script>
10     <script src="../public/src/frame.js"></script>
11     <link rel='stylesheet' type='text/css' href='style.css'>
12     <style>
13       table {
14         border-collapse: collapse
15       }
16       td, th {
17         border: 1px solid #ddd;
18         padding: 8px;
19       }
20     </style>
21 </head>
22 <body>
23   <div id='header'>
24     <h1>Bowling Game</h1>
25   </div>
26
27   
28   <h2 id='finalScore'></h2>
29
30   <select id="scoreChoosen">
31     <option value="0">0</option>
32     <option value="1">1</option>
33     <option value="2">2</option>
34     <option value="3">3</option>
35     <option value="4">4</option>
36     <option value="5">5</option>
37     <option value="6">6</option>
38     <option value="7">7</option>
39     <option value="8">8</option>
40     <option value="9">9</option>
41     <option value="10">10</option>
42 </select>
43
44   <br><br>
45
46   <input type="submit" value="Throw" id='throwBall'>
47
48
49   <table>
50     <tr>
51       <td>Name</td>
52       <td>1</td>
53       <td>2</td>
54       <td>3</td>
55       <td>4</td>
56       <td>5</td>
57       <td>6</td>
58       <td>7</td>
59       <td>8</td>
60       <td>9</td>
61       <td>10</td>
62       <td>Score</td>
63     </tr>
64     <tr>
65       <td><p>Marco</p> </td> <td><p id='fr11'></p> <p id='fr12'></p> </td> <td><p id='fr21'> </p> <p id='fr22'></p> </td>
66       <td><p id='fr31'></p> <p id='fr32'></p></td> <td><p id='fr41'></p> <p id='fr42'></p> </td>
67       <td> <p id='fr51'></p> <p id='fr52'></p> </td> <td> <p id='fr61'></p> <p id='fr62'></p> </td> <td><p id='fr71'></p> <p
68       <td> <p id='fr81'></p> <p id='fr82'></p> </td> <td><p id='fr91'></p><p id='fr92'></p> </td> <td> <p id='fr101'></p> <p
69       <td id='score'></td>
70     </tr>
71   </table>
72
73   </body>
74 </html>
```

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bowling-challenge / [views](#) / **style.css**

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