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26 lines (19 sloc) | 709 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="jasmine/lib/jasmine-2.8.0/jasmine_favicon.png">
8    <link rel="stylesheet" href="jasmine/lib/jasmine-2.8.0/jasmine.css">
9
10   <script src="jasmine/lib/jasmine-2.8.0/jasmine.js"></script>
11   <script src="jasmine/lib/jasmine-2.8.0/jasmine-html.js"></script>
12   <script src="jasmine/lib/jasmine-2.8.0/boot.js"></script>
13
14   <!-- include source files here... -->
15   <script src="src/game.js"></script>
16
17   <!-- include spec files here... -->
18   <script src="jasmine/spec/SpecHelper.js"></script>
19   <script src="spec/gameSpec.js"></script>
20
21 </head>
22
23 <body>
24 </body>
25 </html>
```

Tree: e0ab90e8ad ▾

bowling-challenge / spec / gameSpec.js

Find file

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39 lines (36 sloc) | 832 Bytes

```
1 describe('Bowling Game', function() {
2   beforeEach(function() {
3     game = new BowlingGame();
4   });
5
6   it('can roll a gutter game', function() {
7     rollMany(20, 0)
8     expect(game.score()).toEqual(0);
9   });
10  it('roll all ones', function() {
11    rollMany(20, 1)
12    expect(game.score()).toEqual(20);
13  });
14  it('rolls a spare', function() {
15    game.roll(5)
16    game.roll(5)
17    game.roll(5)
18    rollMany(17, 0)
19    expect(game.score()).toEqual(20)
20  });
21  it('roll a strike', function() {
22    game.roll(10);
23    game.roll(5)
24    game.roll(3)
25    rollMany(16,0)
26    expect(game.score()).toEqual(26)
27  });
28  it('roll a perfect game', function() {
29    rollMany(12,10);
30    expect(game.score()).toEqual(300);
31  });
32
33  var rollMany = function (rolls, pins) {
34    for (var i = 0; i < rolls; i++) {
35      game.roll(pins);
36    }
37  }
38  });
```

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39 lines (37 sloc) | 1.01 KB

```
1  function BowlingGame() {
2    this._rolls = []
3    this.result = 0;
4    this.rollIndex = 0;
5  }
6
7  BowlingGame.prototype = {
8    roll: function(pins) {
9      this._rolls.push(pins);
10   },
11   score: function() {
12     for (var i = 0; i < 10; i++) {
13       if (this.isStrike()) {
14         this.result += this.getStrikeorSpareScore();
15         this.rollIndex++;
16       } else if (this.isSpare()) {
17         this.result += this.getStrikeorSpareScore();
18         this.rollIndex += 2;
19       } else {
20         this.result += this.getStandardScore();
21         this.rollIndex += 2;
22       }
23     }
24     return this.result;
25   },
26   isStrike: function() {
27     return this._rolls[this.rollIndex] === 10
28   },
29   isSpare: function() {
30     return this._rolls[this.rollIndex] + this._rolls[this.rollIndex + 1] === 10
31   },
32   getStrikeorSpareScore: function() {
33     return this._rolls[this.rollIndex] + this._rolls[this.rollIndex + 1] + this._rolls[this.rollIndex + 2];
34   },
35   getStandardScore: function () {
36     return this._rolls[this.rollIndex] + this._rolls[this.rollIndex + 1];
37   }
38 };

```