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bowling-challenge / SpecRunner.html

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25 lines (18 sloc) | 623 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/Game.js"></script>
16
17<!-- include spec files here... -->
18<script src="spec/GameSpec.js"></script>
19
20</head>
21
22<body>
23</body>
24</html>

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bowling-challenge / public / interface.js

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101 lines (84 sloc) | 2.01 KB

```
1 $(document).ready(function() {
2
3     var game = new Game();
4     var counter = 0;
5
6     function updateScore () {
7         $('#points').text("Points: " + game.scoreCard)
8         $('#counter').text(getCounter())
9         $('#finalscore').text(avoidNan(game.score()))
10    }
11
12    $("#newGame").on('click', function() {
13        counter = 0;
14        $("#newGame").html(game.newGame());
15        updateScore();
16    })
17
18    $("#scoreOne").on('click', function() {
19        counter += 1
20        $("#scoreOne").html(game.bowl(1));
21        updateScore();
22    })
23
24    $("#scoreTwo").on('click', function() {
25        counter += 1
26        $("#scoreTwo").html(game.bowl(2));
27        updateScore();
28    })
29
30    $("#scoreThree").on('click', function() {
31        counter += 1
32        $("#scoreThree").html(game.bowl(3));
33        updateScore();
34    })
35
36    $("#scoreFour").on('click', function() {
37        $("#scoreFour").html(game.bowl(4));
38        counter += 1
39        updateScore();
40    })
41
42    $("#scoreFive").on('click', function() {
43        $("#scoreThree").html(game.bowl(5));
44        counter += 1
45        updateScore();
46    })
47
48    $("#scoreSix").on('click', function() {
49        $("#scoreSix").html(game.bowl(6));
50        counter += 1
51        updateScore();
52    })
53
54    $("#scoreSeven").on('click', function() {
55        $("#scoreSeven").html(game.bowl(7));
56        counter += 1
57        updateScore();
58    })
59
60    $("#scoreEight").on('click', function() {
61        $("#scoreEight").html(game.bowl(8));
62        counter += 1
63        updateScore();
64    })
65
66    $("#scoreNine").on('click', function() {
67        $("#scoreNine").html(game.bowl(9));
68        counter += 1
69        updateScore();
70    })
71
72    $("#scoreTen").on('click', function() {
73        $("#scoreTen").html(game.bowl(10));
74        counter += 2
75        updateScore();
76    })
77
78    function getCounter (){
79        if (counter < 21){
80            return "Frame: " + Math.floor((counter + 1) / 2);
81        }
82        else {
83            $("#newGame").on('click', function() {
84                counter = 0;
85                $("#newGame").html(game.newGame());
86                updateScore();
87            })
88        }
89    }
90
91    function avoidNan (value){
92        if (isNaN(value)){
93            return "Final score: calculating.."
94        }
95        else {
96            return "Final score:" + value;
97        }
98    }
99
100 });
```

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65 lines (53 sloc) | 1.25 KB

```
1  function Game(){
2      this.bowls = []
3      this.currentBowl = 0;
4      this.scoreCard = []
5  };
6
7  Game.prototype = {
8
9      bowl: function(pins){
10         this.bowls[this.currentBowl++] = pins;
11     this.scoreCard.push(pins);
12     },
13
14     score: function(){
15         var score = 0;
16     var frameIndex = 0;
17
18     for (var frame = 0; frame < 10; frame++){
19         if (this._isStrike(frameIndex)){
20             score += 10 + this._strikeBonus(frameIndex);
21             frameIndex ++;
22         }
23         else if (this._isSpare(frameIndex)) {
24             score += 10 + this._spareBonus(frameIndex);
25             frameIndex += 2;
26         }
27         else {
28             score += this._sumPins(frameIndex);
29             frameIndex += 2;
30         }
31     }
32     return score;
33     },
34
35     newGame: function (){
36         this.currentBowl = 0;
37         this.bowls = [];
38         this.scoreCard = [];
39     },
40
41     _nextFrame: function () {
42         this.currentFrame ++;
43     },
44
45     _sumPins: function(frameIndex){
46         return this.bowls[frameIndex] + this.bowls[frameIndex + 1];
47     },
48
49     _isStrike: function(frameIndex){
50         return this.bowls[frameIndex] === 10;
51     },
52
53     _isSpare: function(frameIndex){
54         return this.bowls[frameIndex] + this.bowls[frameIndex + 1] === 10;
55     },
56
57     _strikeBonus: function(frameIndex){
58         return this.bowls[frameIndex + 1] + this.bowls[frameIndex + 2];
59     },
60
61     _spareBonus: function(frameIndex){
62         return this.bowls[frameIndex + 2];
63     }
64 };
```


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16 lines (13 sloc) | 183 Bytes

```
1  #temperature {
2    text-transform: capitalize;
3  }
4
5  h1 {
6    font-family: Arial;
7    font-size: 50px;
8    text-transform: capitalize;
9  }
10
11 button {
12   height: 50px;
13   width: 50px;
14   color: red;
15 }
```

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86 lines (73 sloc) | 1.93 KB

1

describe("Game", function(){

2

3

var game;

4

beforeEach(function(){

5

game = new Game();

6

});

7

8

describe('sumPins', function(){

9

it('should equal zero when game starts', function(){

10

game.bowl(0)

11

game.bowl(0)

12

expect(game._sumPins(0)).toEqual(0);

13

});

14

15

it("should sum pins in frame", function(){

16

game.bowl(2)

17

game.bowl(3)

18

expect(game._sumPins(0)).toBe(5);

19

});

20

});

21

22

describe('isStrike', function(){

23

it('should return true if stike is scored', function (){

24

game.bowl(10)

25

expect(game._isStrike(0)).toEqual(true)

26

});

27

28

it('should return false if stike is not scored', function(){

29

game.bowl(4)

30

expect(game._isStrike(0)).toEqual(false)

31

});

32

});

33

34

describe('isSpare', function(){

35

it('should return true sum of pins equals 10', function (){

36

game.bowl(2)

37

game.bowl(8)

38

expect(game._isSpare(0)).toEqual(true)

39

});

40

41

it('should return true sum of pins does not equal 10', function(){

42

game.bowl(4)

43

game.bowl(3)

44

expect(game._isSpare(0)).toEqual(false)

45

});

46

});

47

48

describe('newGame', function(){

49

it('should set currentBowl to zero', function (){

50

game.bowl(2)

51

game.bowl(7)

52

game.newGame();

53

expect(game.currentBowl).toEqual(0)

54

});

55

56

it('should set bowls to empty', function(){

57

game.bowl(4)

58

game.bowl(3)

59

game.newGame();

60

expect(game.currentBowl).toEqual(0)

61

});

62

});

63

64

describe('score', function(){

65

it('should return score of frame', function (){

66

game.bowl(2)

67

game.bowl(4)

68

expect(game.score(0)).toEqual(6)

69

});

70

71

it('should add strike bonus when appropriate', function (){

72

game.bowl(10)

73

game.bowl(4)

74

game.bowl(9)

75

expect(game.score(0)).toEqual(23)

76

});

77

78

it('should add spare bonus when appropriate', function (){

79

game.bowl(6)

80

game.bowl(4)

81

game.bowl(9)

82

expect(game.score(0)).toEqual(19)

83

});

84

});

85

});

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41 lines (33 sloc) | 1.12 KB

```
1  <head>
2    <link href="../../public/style.css" type="text/css" rel="stylesheet">
3    <title>Bowling Scorer</title>
4  </head>
5
6  <body>
7
8    <br>
9    <button id='newGame'>New Game</button>
10  </br>
11  <article class="scores">
12    <button id='scoreOne'>One</button>
13    <button id='scoreTwo'>Two</button>
14    <button id='scoreThree'>Three</button>
15    <button id='scoreFour'>Four</button>
16    <button id='scoreFive'>Five</button>
17    <button id='scoreSix'>Six</button>
18    <button id='scoreSeven'>Seven</button>
19    <button id='scoreEight'>Eight</button>
20    <button id='scoreNine'>Nine</button>
21    <button id='scoreTen'>Ten</button>
22  </article>
23  <h1 id="points">Points: </h1>
24  <h1 id="counter">Frame:  </h1>
25  <h1 id="finalscore">Final Score: calculating..</h1>
26
27
28
29
30  <!-- <!links to jquery -->
31  <script src="../../public/jquery.js"></script>
32  <script src='../public/src/Game.js' ></script>
33  <script src="../../public/interface.js"></script>
34
35  <script
36    src="https://code.jquery.com/jquery-3.2.1.min.js"
37    integrity="sha256-hwg4gsxgFZTh0sEEamd0YGBf13FyQuiTwlAQgxVSNgt4="
38    crossorigin="anonymous"></script>
39  <script src="../../public/jquery.js"></script>
40 </body>
```