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27 lines (21 sloc) | 757 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     <script src="src/game.js"></script>
15     <script src="src/validator.js"></script>
16     <script src="src/frameBuilder.js"></script>
17     <script src="src/frame.js"></script>
18     <script src="src/helpers.js"></script>
19
20     <script src="spec/validatorSpec.js"></script>
21     <script src="spec/featureSpec.js"></script>
22 </head>
23
24 <body>
25 </body>
26 </html>
```

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154 lines (143 sloc) | 5 KB


```
1 <!DOCTYPE html>
2
3 <html>
4
5 <head>
6   <meta charset="utf-8">
7   <title>Bowling Contraption</title>
8   <link href="https://fonts.googleapis.com/css?family=Droid+Serif" rel="stylesheet">
9   <link rel="stylesheet" type="text/css" href="lib/bowling/style.css">
10  <script type="text/javascript" src="jquery-3.2.1.js"></script>
11  <script src="src/game.js"></script>
12  <script src="src/validator.js"></script>
13  <script src="src/frameBuilder.js"></script>
14  <script src="src/frame.js"></script>
15  <script src="src/helpers.js"></script>
16  <script src="src/interface.js"></script>
17  <script src="src/spiritBowlers.js"></script>
18  <h1>Bowling Contraption</h1>
19 </head>
20
21 <body class="main">
22
23   <section class="message">
24     Input your scores:
25   </section>
26
27   <form id="scores_submission">
28     <section class="score" id="input">
29       <div class="frame_box">
30         <div class="frame_header">Frame 1:</div>
31         <select class="roll_1" id="1"></select>
32         <select class="roll_2" id="2"></select>
33       </div>
34       <div class="frame_box">
35         <div class="frame_header">Frame 2:</div>
36         <select class="roll_1" type="text" id="3"></select>
37         <select class="roll_2" type="text" id="4"></select>
38       </div>
39       <div class="frame_box">
40         <div class="frame_header">Frame 3:</div>
41         <select class="roll_1" type="text" id="5"></select>
42         <select class="roll_2" type="text" id="6"></select>
43       </div>
44       <div class="frame_box">
45         <div class="frame_header">Frame 4:</div>
46         <select class="roll_1" type="text" id="7"></select>
47         <select class="roll_2" type="text" id="8"></select>
48       </div>
49       <div class="frame_box">
50         <div class="frame_header">Frame 5:</div>
51         <select class="roll_1" type="text" id="9"></select>
52         <select class="roll_2" type="text" id="10"></select>
53       </div>
54       <div class="frame_box">
55         <div class="frame_header">Frame 6:</div>
56         <select class="roll_1" type="text" id="11"></select>
57         <select class="roll_2" type="text" id="12"></select>
58       </div>
59       <div class="frame_box">
60         <div class="frame_header">Frame 7:</div>
61         <select class="roll_1" type="text" id="13"></select>
62         <select class="roll_2" type="text" id="14"></select>
63       </div>
64       <div class="frame_box">
65         <div class="frame_header">Frame 8:</div>
66         <select class="roll_1" type="text" id="15"></select>
67         <select class="roll_2" type="text" id="16"></select>
68       </div>
69       <div class="frame_box">
70         <div class="frame_header">Frame 9:</div>
71         <select class="roll_1" type="text" id="17"></select>
72         <select class="roll_2" type="text" id="18"></select>
73       </div>
74       <div class="frame_box" style="width: 135px;">
75         <div class="frame_header">Frame 10:</div>
76         <select class="roll_1" type="text" id="19"></select>
77         <select class="roll_2" type="text" id="20"></select>
78         <select class="roll_3" type="text" id="21"></select>
79       </div>
80     </section>
81     <section>
82       <div class="error" id="error_message"></div>
83       <div class="button">
84         <button id="submit_score" type="submit" class="submit_button" disabled>Score</button>
85       </div>
86       <div class="button">
87         <button id="reset" type="submit" class="submit_button">Reset</button>
88       </div>
89     </section>
90   </form>
91
92   <section class="break">
93 </section>
94
95   <section class="hidden_result" id="output">
96     <div class="frame_box">
97       <div class="frame_header">Score:</div>
98       <div class="frame_score" id="f1"></div>
99     </div>
100    <div class="frame_box">
101      <div class="frame_header">Score:</div>
102      <div class="frame_score" id="f2"></div>
103    </div>
104    <div class="frame_box">
105      <div class="frame_header">Score:</div>
106      <div class="frame_score" id="f3"></div>
107    </div>
108    <div class="frame_box">
109      <div class="frame_header">Score:</div>
110      <div class="frame_score" id="f4"></div>
111    </div>
112    <div class="frame_box">
113      <div class="frame_header">Score:</div>
114      <div class="frame_score" id="f5"></div>
115    </div>
116    <div class="frame_box">
117      <div class="frame_header">Score:</div>
118      <div class="frame_score" id="f6"></div>
119    </div>
120    <div class="frame_box">
121      <div class="frame_header">Score:</div>
122      <div class="frame_score" id="f7"></div>
123    </div>
124    <div class="frame_box">
125      <div class="frame_header">Score:</div>
126      <div class="frame_score" id="f8"></div>
127    </div>
128    <div class="frame_box">
129      <div class="frame_header">Score:</div>
130      <div class="frame_score" id="f9"></div>
131    </div>
132    <div class="frame_box">
133      <div class="frame_header">Score:</div>
134      <div class="frame_score" id="f10"></div>
135    </div>
136  </section>
137
138  <section class="hidden_results_message" id="output_messages">
139    <p>
140      Total Score: <span id="total"></span>
141    </p>
142    <p>
143      Your Spirit Bowler:
144    </p>
145  </section>
146
147  <section id="spirit_bowler" class="hidden_spirit_bowler">
148    <div class="spirit_photo" id="face"></div>
149    <div class="spirit_bio" id="bio"></div>
150  </section>
151
152 </body>
153 </html>
```

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bowling-challenge / lib / bowling / style.css

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176 lines (149 sloc) | 2.48 KB

```
1  * {
2      -webkit-box-sizing: border-box;
3      -moz-box-sizing: border-box;
4      box-sizing: border-box;
5      font-family: 'Droid Serif', serif;
6      background-color: #CCCCB2;
7  }
8
9  .main {
10     max-width: 1000px;
11     margin: 0 auto;
12 }
13
14 .score {
15     width: 100%;
16     border: 1px;
17 }
18
19 .result {
20     width: 100%;
21     border: 1px;
22 }
23
24
25 .hidden_result {
26     width: 100%;
27     border: 1px;
28     visibility: hidden;
29 }
30
31 .spirit_bowler {
32     width: 100%;
33     height: 200px;
34     margin-top: 30px;
35 }
36
37 .hidden_spirit_bowler {
38     width: 100%;
39     height: 200px;
40     margin-top: 30px;
41     visibility: hidden;
42 }
43
44 .frame_box {
45     width: 90px;
46     height: 70px;
47     display: inline-block;
48 }
49
50 .frame_header {
51     width: 90px;
52     height: 35px;
53     float: top;
54 }
55
56 .roll_1 {
57     width: 43px;
58     height: 50px;
59     float: left;
60     font-size: 16px;
61     text-align: center;
62     border-color: black;
63 }
64
65 .roll_2 {
66     width: 43px;
67     height: 50px;
68     float: center;
69     font-size: 16px;
70     text-align: center;
71     border-color: black;
72     margin-left: 1px;
73 }
74
75 .roll_3 {
76     width: 43px;
77     height: 50px;
78     float: right;
79     font-size: 16px;
80     text-align: center;
81     border-color: black;
82 }
83
84 .frame_score_header {
85     width: 90px;
86     height: 35px;
87     float: top;
88 }
89
90 .frame_score {
91     width: 90px;
92     height: 35px;
93     text-align: center;
94 }
95
96 .message {
97     text-align: left;
98     width: 100%;
99     height: 40px;
100    margin-top: 20px;
101 }
102
103 .results_message {
104     text-align: left;
105     width: 100%;
106     height: 40px;
107     margin-top: 20px;
108     margin-left: 60px;
109 }
110
111 .hidden_results_message {
112     text-align: left;
113     width: 100%;
114     height: 40px;
115     margin-top: 20px;
116     margin-left: 100px;
117     visibility: hidden;
118 }
119
120 .spirit_photo {
121     width: 450px;
122     height: 300px;
123     margin-left: 40px;
124     margin-right: 25px;
125     float: left;
126 }
127
128 .spirit_bio {
129     width: 550px;
130     height: 300px;
131     margin-left: 450px;
132     vertical-align: center;
133 }
134
135 .spirit_face {
136     max-width: 100%;
137     max-height: 100%;
138     display: block;
139     margin-left: auto;
140     margin-right: auto;
141     border: 0;
142 }
143
144 .submit_button {
145     font-family: 'Droid Serif', serif;
146     background-color: #CCCCB2;
147     float: right;
148     margin-top: 20px;
149     margin-right: 20px;
150     border-color: black;
151 }
152
153 .break {
154     margin: 40px;
155 }
156
157 select {
158     -webkit-appearance: none;
159     -moz-appearance: none;
160     text-indent: 15px;
161     text-overflow: '';
162     outline: none;
163 }
164
165 select:disabled {
166     color: black;
167 }
168
169 select::-ms-expand {
170     display: none;
171 }
172
173 input, button{
174     outline: none;
175 }
```


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bowling-challenge / spec / featureSpec.js

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85 lines (67 sloc) | 2.86 KB

1

'use strict';

2

3

describe('Feature Tests', function() {

4

var game;

5

6

var rollsA = [0, 5, 6, 2, 8, 0, 9, 0, 8, 0, 3, 3, 9, 0, 1, 6, 5, 1, 8, 0];

7

var rollsB = [7, 2, 3, 3, 5, 5, 6, 0, 6, 1, 4, 5, 5, 3, 1, 6, 9, 1, 8, 0];

8

var rollsC = [10, 5, 1, 9, 1, 7, 3, 10, 10, 9, 1, 10, 10, 10, 10, 9];

9

var rollsD = [10, 10, 10, 10, 10, 10, 10, 10, 10, 10, 10, 10];

10

var rollsE = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0];

11

12

var resultA = 74;

13

var resultB = 94;

14

var resultC = 217;

15

var resultD = 300;

16

var resultE = 0;

17

18

beforeEach(function () {

19

game = new Game();

20

});

21

22

describe('Correctly computes totals', function() {

23

it('returns correct score of 74 for Rolls A: [' + rollsA + ']', function() {

24

game.compute(rollsA);

25

expect(game.total).toBe(resultA);

26

});

27

28

it('returns correct score of 94 for Rolls B: [' + rollsB + ']', function() {

29

game.compute(rollsB);

30

expect(game.total).toBe(resultB);

31

});

32

33

it('returns correct score of 217 for Rolls C: [' + rollsC + ']', function() {

34

game.compute(rollsC);

35

expect(game.total).toBe(resultC);

36

});

37

38

it('returns correct score of 300 for Rolls D: [' + rollsD + ']', function() {

39

game.compute(rollsD);

40

expect(game.total).toBe(resultD);

41

});

42

43

it('returns correct score of 0 for Rolls E: [' + rollsE + ']', function() {

44

game.compute(rollsE);

45

expect(game.total).toBe(resultE);

46

});

47

});

48

49

describe('Recognizes invalid inputs', function() {

50

it('Returns invalid input for adulterated Rolls A (one roll > 10)', function() {

51

rollsA[6] = 11;

52

expect(game.compute(rollsA)).toBe('Invalid input');

53

});

54

55

it('Returns invalid input for adulterated Rolls B (two-roll frame > 10)', function() {

56

rollsB[0] = 9;

57

expect(game.compute(rollsA)).toBe('Invalid input');

58

});

59

60

it('Returns invalid input for adulterated Rolls C (one roll missing)', function() {

61

rollsC.pop();

62

expect(game.compute(rollsC)).toBe('Invalid input');

63

});

64

65

it('Returns invalid input for adulterated Rolls D (an extra roll)', function() {

66

rollsD.push(10);

67

expect(game.compute(rollsD)).toBe('Invalid input');

68

});

69

70

it('Returns invalid input for adulterated Rolls E (one roll is a digit)', function() {

71

rollsE[5] = 'k';

72

expect(game.compute(rollsE)).toBe('Invalid input');

73

});

74

75

it('Returns invalid input for empty array', function() {

76

expect(game.compute([])).toBe('Invalid input');

77

});

78

79

it('Returns invalid input for wrong type of input', function() {

80

expect(game.compute('72335560614553169180')).toBe('Invalid input');

81

});

82


});

83

});

84

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141 lines (113 sloc) | 5.09 KB

```
1  'use strict';
2
3  describe('Validator', function() {
4    var validator;
5
6    beforeEach(function () {
7      validator = new Validator();
8    });
9
10   describe('validate', function() {
11     it('calls validateScores with rolls', function() {
12       spyOn(validator, '_validateScores');
13       validator.validate([1, 2])
14       expect(validator._validateScores).toHaveBeenCalledWith([1, 2]);
15     });
16
17     it('calls validateFrames with rolls', function() {
18       spyOn(validator, '_validateFrames');
19       validator.validate([1, 2])
20       expect(validator._validateFrames).toHaveBeenCalledWith([1, 2]);
21     });
22   });
23
24   describe('resetFrames', function() {
25     it('resets numberOfFrames to 0', function() {
26       validator._numberOfFrames = 10;
27       validator.resetFrames();
28       expect(validator._numberOfFrames).toBe(0);
29     });
30   });
31
32   describe('validateScores', function() {
33     it('returns true if all rolls < 11', function() {
34       expect(validator._validateScores([10, 2, 8])).toBe(true);
35     });
36
37     it('returns false if a roll is > 10', function() {
38       expect(validator._validateScores([10, 2, 11])).toBe(false);
39     });
40   });
41
42   describe('validateFrames', function() {
43     it('directs to frame builder with first roll and three scoring rolls if strike', function() {
44       spyOn(validator, '_buildFrame').and.callThrough();
45       validator._validateFrames([10, 3, 5, 7, 2]);
46       expect(validator._buildFrame).toHaveBeenCalledWith([10], [10, 3, 5]);
47     });
48
49     it('directs to frame builder with first two rolls and three scoring rolls if spare', function() {
50       spyOn(validator, '_buildFrame').and.callThrough();
51       validator._validateFrames([7, 3, 5, 7, 2]);
52       expect(validator._buildFrame).toHaveBeenCalledWith([7, 3], [7, 3, 5]);
53     });
54
55     it('directs to frame builder with first two rolls and two scoring rolls otherwise', function() {
56       spyOn(validator, '_buildFrame').and.callThrough();
57       validator._validateFrames([7, 2, 5, 7, 2]);
58       expect(validator._buildFrame).toHaveBeenCalledWith([7, 2], [7, 2]);
59     });
60
61     it('validates first frame', function() {
62       spyOn(validator, '_validateFrame').and.callThrough();
63       validator._validateFrames([3, 4, 5, 3]);
64       expect(validator._validateFrame).toHaveBeenCalledWith([3, 4]);
65     });
66
67     it('validates last frame if 10th', function() {
68       spyOn(validator, '_validateLastFrame').and.callThrough();
69       validator._numberOfFrames = 9;
70       validator._validateFrames([10, 4, 5]);
71       expect(validator._validateLastFrame).toHaveBeenCalledWith([10, 4, 5]);
72     });
73
74     it('directs to frame builder with entire rolls array if frame is 10th', function() {
75       spyOn(validator, '_buildFrame').and.callThrough();
76       validator._numberOfFrames = 9;
77       validator._validateFrames([7, 2, 5, 7, 2]);
78       expect(validator._buildFrame).toHaveBeenCalledWith([7, 2, 5, 7, 2], [7, 2, 5, 7, 2], 9);
79     });
80
81     it('breaks the cycle if frame is 10th', function() {
82       validator._numberOfFrames = 9;
83       expect(validator._validateFrames([10, 4, 5])).toBe(true);
84     });
85
86   });
87
88   describe('validateFrame', function() {
89     it('returns true if sum of frame rolls <= 10', function() {
90       expect(validator._validateFrame([8, 2])).toBe(true);
91     });
92
93     it('returns false otherwise', function() {
94       expect(validator._validateFrame([8, 5])).toBe(false);
95     });
96   });
97
98   describe('validateLastFrame', function() {
99     it('returns true if first roll is 10', function() {
100      expect(validator._validateLastFrame([10, 7, 8])).toBe(true);
101    });
102
103     it('returns true if sum of first two rolls is 10', function() {
104       expect(validator._validateLastFrame([3, 7, 8])).toBe(true);
105     });
106
107     it('returns false if sum of first two rolls < 10', function() {
108       expect(validator._validateLastFrame([2, 7, 8])).toBe(false);
109     });
110
111     it('returns false if sum of first two rolls > 10 without a strike at the beginning', function() {
112       expect(validator._validateLastFrame([6, 7, 8])).toBe(false);
113     });
114
115     it('returns false if there are more than 3 rolls', function() {
116       expect(validator._validateLastFrame([2, 7, 8, 6])).toBe(false);
117     });
118   });
119
120   describe('isStrike', function() {
121     it('returns true first roll is 10', function() {
122       expect(validator._isStrike([10, 3, 5])).toBe(true);
123     });
124
125     it('returns false otherwise', function() {
126       expect(validator._isStrike([7, 3, 5])).toBe(false);
127     });
128   });
129
130   describe('isSpare', function() {
131     it('returns true sum of first two rolls is 10', function() {
132       expect(validator._isSpare([7, 3, 5])).toBe(true);
133     });
134
135     it('returns false otherwise', function() {
136       expect(validator._isSpare([6, 3, 5])).toBe(false);
137     });
138   });
139
140 });
```

Tree: 675ff2c4c5 ▾ **bowling-challenge** / [spirit_bowlers](#) / [bios](#) / **0.txt**

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11 lines (5 sloc) | 170 Bytes

```
1 Oscar Manzana
2
3
4 Age: 1
5
6 Favourite word: fruchtzubereitung
7
8 Likes: User Stories
9
10 Favourite Quote: "In the struggle between yourself and the world, hold the world's coat."
```

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11 lines (5 sloc) | 194 Bytes

```
1  Jean Althusser
2
3
4  Favourite Film: Empire (1964)
5
6  Dislikes: Apparatuses
7
8  Vaccination Status: uncertain
9
10 Favourite Quote: "You may never get to touch the Master, but you can tickle his creatures."
```

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11 lines (5 sloc) | 193 Bytes

```
1 Belinda Power-Flakes
2
3
4 Age: 100
5
6 Favourite weekday: Tuesdays
7
8 Future Plans: fuck that shit
9
10 Favourite Quote: "Flow more sicker, so much shake in the street / They measure my weight in Richter"
```


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11 lines (5 sloc) | 248 Bytes

```
1 Jamie Schlaudraff
2
3
4 Hobbies: solitude
5
6 Eyes: < 1
7
8 Yearnings: lighter fluid, a whiff of life, even if in the form of pain
9
10 Favourite Quote: "Whiskey is not incompatible with theology, particularly magic whiskey that is ancient and also a week old."
```

Tree: 675ff2c4c5 ▾ **bowling-challenge** / [spirit_bowlers](#) / [bios](#) / **250.txt**

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11 lines (5 sloc) | 154 Bytes

```
1 Yasujiro Naruse
2
3
4 Hobbies: screaming, shame
5
6 Misses: public outrage
7
8 Future Plans: left
9
10 Favourite Quote: "The blood that soils your body becomes stars."
```

Tree: 675ff2c4c5 ▾

bowling-challenge / [spirit_bowlers](#) / [bios](#) / **299.txt**

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7 lines (3 sloc) | 597 Bytes

1

Magnus Fonseca

2

3

4

Favourite Movie Character: Geneviève Emery

5

6

Favourite quote: "In Evelyn's face, I saw the travels of Marco Polo, the fall of Constantinople, the irredentist yearnings of H