<!DOCTYPE html>

<html lang="en-us">

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<head>

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<meta charset="UTF-8">

<title>Sign-Up Today!</title>

​

<meta charset="utf-8">

<title>Favorite Gif Files</title>

<!-- reset CSS

<link rel="stylesheet" href="assets/css/reset.css"> -->

<!-- Bootstrap -->

<link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.3.1/css/bootstrap.min.css" integrity="sha384-ggOyR0iXCbMQv3Xipma34MD+dH/1fQ784/j6cY/iJTQUOhcWr7x9JvoRxT2MZw1T" crossorigin="anonymous">

CSS

<link rel="stylesheet" href="assets/css/style.css">

<!-- Link to the jQuery Library -->

<script src="https://code.jquery.com/jquery-3.4.1.min.js" integrity="sha256-CSXorXvZcTkaix6Yvo6HppcZGetbYMGWSFlBw8HfCJo=" crossorigin="anonymous"></script>

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</head>

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<body>

​

<h1 id="title" class="text-success text-center col-md-6 offset-md-3 font-weight-bold font-italic padd-top padd-bottom">Rock, Paper, Scissors</i></h1>

<div id="game-box" class="span6" style="margin: 0 auto;">

<!-- Players View -->

<div id="players-view" class="col-md-12 offset-md-3">

<div id="player1-view"><h4>Player 1</h4>

<img class="player1Graphic" src="https://img.">

<div id="player1-moves" class="playerbuttons">

<form>

<label for="play=" text-white><class="formLabel"> play </label>

<button type="submit" id="rock" class="col-sm-3 btn btn-success" value="1">Rock</button>

<button type="submit" id="paper" class="col-sm-3 btn btn-success" value="2">Paper</button>

<button type="submit" id="scissors" class="col-sm-3 btn btn-success" value="3">Scissors</button>

</form>

<br/>

</div>

<div id="player2-view"><h4 class="player">Player 2</h4>

<img class="player2Graphic" src="https://img.">

<div id="player2-moves" class="playerbuttons">

<form>

<label for="play" text-white><class="formLabel">play</label>

<button type="submit" id="rock" class="col-sm-3 btn btn-success" value="1">Rock</button>

<button type="submit" id="paper" class="col-sm-3 btn btn-success" value="2">Paper</button>

<button type="submit" id="scissors" class="col-3 btn btn-success" value="3">Scissors</button>

</div>

</form>

<br/>

</div>

</div>

</div>​

<!-- jQuery -->

<script src="https://code.jquery.com/jquery.js"></script>

​

<!-- LINKS FOR FIREBASE GO HERE -->

<script src="https://www.gstatic.com/firebasejs/6.0.4/firebase-app.js"></script>

<script src="https://www.gstatic.com/firebasejs/6.0.4/firebase-database.js"></script>

<script>

var RPS=[0,1,2,3]; // ordinal values for rock, paper and scissors

// class object to hold all player information

class playerObject {

constructor(playMove, wins, losses) {

this.playMove = 0;

this.wins = wins;

this.losses = losses;

}

}

function gameSetup() {

// number of players: max will be two, each of class playerObject

console.log("loaded and ready");

let player1=new playerObject(0,0,0);

console.log("player 1 object: " + player1);

let player2=new playerObject (0,0,0);

let totalGamesPlayed=0;

}

function scoreRPS() {

// players tie

if (player1.move == player2.move) {

console.log("tie"+ " player 1: " +player1.move + " player2: " + player2.move );

}

else{

if ((player1.move < player2.move) && (player2.move == 3)) {

// rock (1) beats scissors (3) beats

player1.wins++;

console.log("player 1: " +player1.move + " player2: " + player2.move +" Winner # 1");

}

else {

if ((player1.move > player2.move) && (player2.move == 3)) {

// rock (1) beats scissors (3) beats

player2.wins++;

console.log("player 1: " +player1.move + " player2: " + player2.move +" Winner # 2");

}

else {

if(player1.move < player2.move) {

player2.wins++;

console.log("player 1: " +player1.move + " player2: " + player2.move+" Winner # 2");

}

else {

if(player1.move > player2.move) {

player1.wins++;

console.log("player 1: " +player1.move + " player2: " + player2.move + " Winner # 1");

}

}

}

}

}

totalGamesPlayed++;

}

// player 1 goes first

function playGame(){

$("player1").addClass("highlight");

$("button").on("click", function() {

// if player clicks a button, disable his buttons,? until play is completed. Player 1 goes first

// if player1 pressed button (moved) & player 2 has already moved - then score the play

if (($(this).attr("value") === "player1") && (player2.move=0)) {

$(player1).Class("disable-highlight");

player1.playMove= $(button).value;

scoreRPS;

player1.move=0;

// put focus on player 2

$("player2").addClass("highlight");

}

// switch turn

else{

// player 2

$(player2).Class("disable-highlight");

player2.playMove= $(button).value;

scoreRPS;

player2.move=0;

// put focus on player 1

$("player1").addClass("highlight");

}

}

)

}

// START CODING BELOW!!​

// Initialize Firebase

var config = {

// const config = {

apiKey: "AIzaSyA8qG2Mg-ou6WD1xIjSBzB7SgeSBNqnrc4",

authDomain: "sharonproject-1e62b.firebaseapp.com",

databaseURL: "https://sharonproject-1e62b.firebaseio.com",

projectId: "sharonproject-1e62b",

storageBucket: "",

messagingSenderId: "1274608061",

appId: "1:1274608061:web:9103d748cc668938"

};

//

firebase.initializeApp(config);

// ​

// Create a variable to reference the database

var database = firebase.database();

// ​

// Initial Values

let player# = 0;

let playMove = 0;

let wins = 0;

let losses = 0;

// ​

// Capture Button Click

$("#add-user").on("click", function(event) {

// Don't refresh the page!

event.preventDefault();

// ​

// Player pressed "play",

// store the "playMove" in firebase

database.ref().set({

player#: player#,

playMove: playMove,

wins: wins,

losses: losses;

});

alert(' "to friebase:" + player# + " " + playMove + " " + wins + " " + losses ');

// // YOUR TASK!!!

// // Code in the logic for storing and retrieving the most recent user.

// // Don't forget to provide initial data to your Firebase database.

// name = $("#name-input").val().trim();

// email = $("#email-input").val().trim();

// age = $("#age-input").val().trim();

// comment = $("#comment-input").val().trim();

// // ​

// database.ref().set({

// name: name,

// email: email,

// age: age,

// comment: comment

// });

// ​

});

// ​

// Firebase watcher + initial loader HINT: .on("value")

database.ref().on("value", function(snapshot) {

// ​

// Log everything that's coming out of snapshot

console.log(snapshot.val());

console.log(snapshot.val().name);

console.log(snapshot.val().email);

console.log(snapshot.val().age);

console.log(snapshot.val().comment);

// ​

// Change the HTML to reflect

$("#name-display").text(snapshot.val().name);

$("#email-display").text(snapshot.val().email);

$("#age-display").text(snapshot.val().age);

$("#comment-display").text(snapshot.val().comment);

// ​

// Handle the errors

}, function(errorObject) {

console.log("Errors handled: " + errorObject.code);

});

// ​

</script>

<!-- ​ -->

</body>

<!-- ​ -->

</html>