In this version, I want to make the dice for decision making hence a prompt would come up asking what the two choices are then it would use query selector to change the value of the appropriate item.

var title1 = prompt("What is the first choice?");

var title2 = prompt("What is the second choice?");

document.querySelectorAll("p")[0].innerHTML = title1;

document.querySelectorAll("p")[2].innerHTML = title2;

In our HTML document, we have two canvas (es), one for each die and then we have a button that when clicked it would draw out the number of circles generated by the random number. The difference here is in the previous day, we were using actual images but in this one, we need a bit of a calculation including the size of our canvas etc. <br />

Because we want to button to trigger the creation of our circles, we would use query selector to get the item with class “.btn” then we add a click listener to the button and when it is clicked, we run the draw circle function.

var btnElement = document.querySelector(".btn");

btnElement.addEventListener("click", drawCircle);

Our <code>drawCircle()</code> function is going to look like this. Inside the function, we call the two functions that are required to draw the circles in the appropriate canvas and then we check who wins just like what we did in the last one.

var choice1 = 0;

var choice2 = 0;

var draw = 0;

function drawCircle() {

  diceNumber1 = drawCircle1();

  diceNumber2 = drawCircle2();

  if (diceNumber1 > diceNumber2) {

    document.querySelector("h1").innerHTML = "🚩 " + title1 + " Wins!";

    choice1 = choice1 + 1;

  } else if (diceNumber2 > diceNumber1) {

    document.querySelector("h1").innerHTML = title2 + " Wins! 🚩";

    choice2 = choice2 + 1;

  } else {

    document.querySelector("h1").innerHTML = "Draw!";

    draw = draw + 1;

  }

  var result1 = "count: " + choice1;

  var result2 = "count: " + choice2;

  var result3 = " draw count: " + draw;

  document.querySelectorAll("p")[1].innerHTML = result1;

  document.querySelectorAll("p")[3].innerHTML = result2;

  document.querySelectorAll("p")[4].innerHTML = result3;

  console.log(choice1, choice2);

}

There are different variables that would help us keep track of who won which round. Now the <code>drawCircle1()</code> function is similar to the <code>drawCircle2()</code> so we’d just look at one. <br />

Based on the size of our canvas, we pick a radius and then we use a bunch of if…else statements to determine the different coordinates where the circles would be drawn on our canvas. We can also use switch statements for this purpose.

function drawCircle1() {

  var diceNumber1 = Math.random() \* 5;

  diceNumber1 = Math.round(diceNumber1) + 1;

  var canvas1 = document.querySelector("#canvas-1");

  var circle = canvas1.getContext("2d");

  var radius = 23;

  var coord = [];

  var coords = [];

  if (diceNumber1 === 1) {

    var centerX = canvas1.width / 2;

    var centerY = canvas1.height / 2;

    coord.push(centerX, centerY);

    coords.push(coord);

  } else if (diceNumber1 === 2) {

    coords = [

      [canvas1.width / 4, (canvas1.height / 4) \* 3]

    ];

    var centerX = (canvas1.width / 4) \* 3;

    var centerY = canvas1.height / 4;

    coord.push(centerX, centerY);

    coords.push(coord);

  } else if (diceNumber1 === 3) {

    coords = [

      [canvas1.width / 2, canvas1.height / 2],

      [(canvas1.width / 4) \* 3, canvas1.height / 4]

    ];

    var centerX = canvas1.width / 4;

    var centerY = (canvas1.height / 4) \* 3;

    coord.push(centerX, centerY);

    coords.push(coord);

  } else if (diceNumber1 === 4) {

    coords = [

      [canvas1.width / 4, canvas1.height / 4],

      [canvas1.width / 4, (canvas1.height / 4) \* 3],

      [(canvas1.width / 4) \* 3, canvas1.height / 4]

    ];

    var centerX = (canvas1.width / 4) \* 3;

    var centerY = (canvas1.height / 4) \* 3;

    coord.push(centerX, centerY);

    coords.push(coord);

  } else if (diceNumber1 === 5) {

    coords = [

      [canvas1.width / 4, canvas1.height / 4],

      [canvas1.width / 4, (canvas1.height / 4) \* 3],

      [(canvas1.width / 4) \* 3, canvas1.height / 4],

      [(canvas1.width / 4) \* 3, (canvas1.height / 4) \* 3]

    ];

    var centerX = canvas1.width / 2;

    var centerY = canvas1.height / 2;

    coord.push(centerX, centerY);

    coords.push(coord);

  } else if (diceNumber1 === 6) {

    coords = [

      [canvas1.width / 4, canvas1.height / 2],

      [canvas1.width / 4, canvas1.height / 4],

      [canvas1.width / 4, (canvas1.height / 4) \* 3],

      [(canvas1.width / 4) \* 3, canvas1.height / 4],

      [(canvas1.width / 4) \* 3, (canvas1.height / 4) \* 3]

    ];

    var centerX = (canvas1.width / 4) \* 3;

    var centerY = canvas1.height / 2;

    coord.push(centerX, centerY);

    coords.push(coord);

  }

  circle.clearRect(0,0,canvas1.width,canvas1.height);

  circle.beginPath();

  for (var i = 0; i < coords.length; i++) {

    circle.moveTo(coords[i][0], coords[i][1]);

    circle.arc(coords[i][0], coords[i][1], radius, 0, 2 \* Math.PI);

  }

  circle.fillStyle = "white";

  circle.fill();

  console.log(diceNumber1);

  return diceNumber1;

}

The <code>drawCircle2()</code> is basically the same thing. Anyway, this way we get to draw our circles needed for our dice. The outcome can be seen below. <br />

<img src=<https://github.com/thedumebi/100-days-express-blog/blob/master/public/images/dice2.JPG?raw=true>> <br />

<img src=<https://github.com/thedumebi/100-days-express-blog/blob/master/public/images/dice3.JPG?raw=true>> <br />

<img src=<https://github.com/thedumebi/100-days-express-blog/blob/master/public/images/dice4.JPG?raw=true>> <br />

<img src=<https://github.com/thedumebi/100-days-express-blog/blob/master/public/images/dice5.JPG?raw=true>> <br />

<img src=<https://github.com/thedumebi/100-days-express-blog/blob/master/public/images/dice6.JPG?raw=true>> <br />

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Cheers 🥂