

ACT #47 Demo Code

pet_game.html

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta http-equiv="X-UA-Compatible" content="IE=edge" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <link
      rel="stylesheet"
      href="https://cdn.jsdelivr.net/npm/bootstrap@5.2.0/dist/css/bootstrap.min.css"
    />
    <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.6.0/jquery.min.js"></script>
    <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.0.2/dist/js/bootstrap.bundle.min.js">
</script>
    <script src="js/pet.js"></script>
    <title>Simple Pet Game</title>
  </head>
  <body>
    <div class="container mt-5">
      <h1>Candy, the Sheep!</h1>
      <div class="row d-flex justify-content-start align-items-center">
        <div class="col-lg-3">
          
        </div>
        <div class="col-lg-6" id="game_bars">
          <p>Hunger</p>
          <div class="progress">
            <div
              class="progress-bar bg-warning"
              id="hunger_bar"
              style="width: 100%"
              role="progressbar"
            ></div>
          </div>
          <p>Exercise</p>
          <div class="progress">
```

```

<div>
  class="progress-bar bg-primary"
  id="exercise_bar"
  style="width: 100%"
  role="progressbar"
</div>
</div>
<p>Sleep</p>
<div class="progress">
  <div>
    class="progress-bar bg-success"
    id="sleep_bar"
    style="width: 100%"
    role="progressbar"
  </div>
</div>
<div class="col-lg-5 my-2 mx-1 d-flex justify-content-start">
  
  
  
</div>
<div class="row">
  <span><b>Last Activity: </b><span id="last_activity"></span></span>
</div>
</div>
</div>
</div>
</body>
</html>

```

pet.js

```

$(document).ready(function () {
  let hunger = 100;
  let exercise = 100;
  let sleep = 100;

  $("#eat_icon").click(function () {
    hunger = 100;
    if (sleep >= 5) {
      sleep -= 5;
    }
  });

```

```
    } else {  
        sleep = 0;  
    }  
    $("#last_activity").text("Fed Candy!");  
});
```

```
$("#exercise_icon").click(function () {  
    exercise = 100;  
    if (sleep >= 10) {  
        sleep -= 10;  
    } else {  
        sleep = 0;  
    }  
    $("#last_activity").text("Played with Candy!");  
});
```

```
$("#sleep_icon").click(function () {  
    sleep = 100;  
    $("#last_activity").text("Candy took a nap!");  
});
```

```
function update_bars() {  
    $("#hunger_bar").css("width", hunger + "%");  
    $("#exercise_bar").css("width", exercise + "%");  
    $("#sleep_bar").css("width", sleep + "%");  
}
```

```
function passive_hunger() {  
    if (hunger <= 0) {  
        hunger = 0;  
    } else {  
        hunger--;  
    }  
}
```

```
function passive_exercise() {  
    if (exercise <= 0) {  
        exercise = 0;  
    } else {  
        exercise--;  
    }  
}
```

```
}
```

```
}
```

```
function passive_sleep() {
```

```
  if (sleep <= 0) {
```

```
    sleep = 0;
```

```
  } else {
```

```
    sleep--;
```

```
  }
```

```
}
```

```
setInterval(updateBars, 50);
```

```
setInterval(passive_hunger, 500);
```

```
setInterval(passive_exercise, 1000);
```

```
setInterval(passive_sleep, 2000);
```

```
});
```