



技职教育系

Department of Vocational Education

软件工程与移动应用程序开发课程

**Software Engineering and Application Developer
(SEMD)**

个人作业 1

Assignment 1

科目	Subject	Javascript Programming
科目编号 Code	Subject	SEMD017
中文姓名 Name	Chinese	卢诚禧
英文姓名 Name	English	Loo Zhen Xi
学号 ID	Student	1850170
分数	Marks	

Welcome Player

Player Name:

Top 5 Player

Name	Minutes	Seconds
Alvin	0	9
Billy	0	11
Second	0	15

Game Start!!!



localhost says
finish

OK



Finish Time : 0minutes 29 Seconds
[back to Home](#)

```

//////////homepage1.html//////////
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta http-equiv="X-UA-Compatible" content="ie=edge">
  <title>Document</title>
  <style>
    table, th, td {
      border: 1px solid black;
    }
  </style>
  <script type="text/javascript" src="new10.js"></script>
</head>
<body background="img/sea.jpg">
  <center>
    <embed src="music/lastnightgoodnight.mp3" autostart="true" loop="true" width="0"
height="0">
    <h1 style="padding-top: 5%">Welcome Player</h1>

    <p>Player Name: <input type="text" name="name" id="username"> <button onclick="insert()">
submit </button> </p>

    <div style="margin: 5%">
      <h2>Top 5 Player</h2>
      <table id="table">

        </table>
    </div>

    <script>
      window.onpaint = gettable();
    </script>

  </center>
</body>
</html>

```

```

//////////gamephp3.php//////////
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Document</title>
  <style>
    table{
      padding-top: 5%;

```

```

    }
    h1{
        padding-top: 3%;
    }
    td{
        width: 150px;
        height: 150px;
    }
    img{
        width: 150px;
        height: 150px;
    }
    #showtime{
        font-size: 50px;
        color: red;
    }
    a{
        color: blue;
    }
}

</style>

</head>
<body background="img/sea.jpg">
<?php
$playerName = $_GET["name"];

echo "<div id='username' style='display:none'>$playerName</div>"
?>

<center>
    <h1 style="color: black">Game Start!!!</h1>

    <embed src="music/lastnightgoodnight.mp3" autostart="true" loop="true" width="0"
height="0">

<table>
    <tr>
        <td>
            <div name="set" id="set" >
                <div class="set"></div>
            </div>
        </td>

        <td>
            <div name="set" id="set" >
                <div class="set"></div>
            </div>
        </td>
    </tr>
</table>

```

```

        </td>

        <td>
<div name="set" id="set" >
    <div class="set"></div>
</div>
        </td>

        <td>
<div name="set" id="set">
    <div class="set"></div>
</div>
        </td>

        <td>
<div name="set" id="set">
    <div class="set"></div>
</div>
        </td>

</tr>

<tr>
    <td>
<div name="set" id="set">
    <div class="set"></div>
</div>
    </td>

    <td>
<div name="set" id="set" >
    <div class="set"></div>
</div>
    </td>

    <td>
<div name="set" id="set">
    <div class="set"></div>
</div>
    </td>

    <td>
<div name="set" id="set">
    <div class="set"></div>
</div>
    </td>

    <td>

```

```

<div name="set" id="set">
  <div class="set"></div>
</div>
  </td>

</tr>

</table>

<div id="showtime"></div>

</center>
<script type='text/javascript' src="new10.js"></script>

</body>
</html>

//////////new10.js//////////
var username = "";

function insert(){
  username = document.getElementById("username").value;

  var xhttp = new XMLHttpRequest();

  xhttp.onreadystatechange = function(){
    if(this.readyState == 4 && this.status == 200){
      window.location.href = "gamephp3.php?name="+username;
    }
  }

  xhttp.open("GET", "ajax.php?name=" + username , true);
  xhttp.send();
}

function update(){
  setTimeout(function(){
    alert('finish');},500);

  username = document.getElementById('username').textContent;

  var xhttp = new XMLHttpRequest();

  xhttp.onreadystatechange = function(){
    if(this.readyState == 4 && this.status == 200){
      document.getElementById("showtime").innerHTML = this.responseText;
    }
  }
}

```

```

    };

    xhttp.open("GET", "update2.php?name=" + username , true);
    xhttp.send();
}

function gettable(){

    var xhttp = new XMLHttpRequest();

    xhttp.onreadystatechange = function(){
        if(this.readyState == 4 && this.status == 200){
            document.getElementById("table").innerHTML = this.responseText;
        }
    };

    xhttp.open("GET", "rank.php", true);
    xhttp.send();
}

var test = document.getElementById("set");
const set = document.querySelectorAll(".set");

//array
var number = ["ft.jpg", "apple.jpg", "android.png", "java.jpeg", "php.png"];

var img1 = 0;
var img2 = 0;
var img3 = 0;
var img4 = 0;
var img5 = 0;

var match1 = 0;
var match2 = 0;
var match3 = 0;
var match4 = 0;
var match5 = 0;

var clicked = 2;

var firstclick = "";
var secondclick = "";
var thridclick = "";
var fourthclick = ""
var fifthclick = "";
var sixthclick = "";
var seventhclick = "";
var eighthclick = "";

```

```

var ninthclick = "";
var tenthclick = "";

let nameid = "";

let getid1 = "";
let getid2 = "";

var count = 1;

set.forEach(set => set.addEventListener('click', inputid));

function inputid(){

    var rand = number[Math.floor(Math.random()* number.length)];
    clicked+=1;
    this.innerHTML = "<div class='" + nameid + "'><img src='img/' + rand + "'></div>";

    if( count == 1){
        firstclick = this;

        if(rand == "ft.jpg"){
            img1++;
            nameid = "ft";
            match1+=1;
            firstclick.addEventListener("click",fairytailcard);
        }

        if(rand == "apple.jpg"){
            img2++;
            nameid = "apple";
            match2+=1;
            firstclick.addEventListener("click",Applecard);
        }
        if(rand == "android.png"){
            img3++;
            nameid = "android";
            match3+=1;
            firstclick.addEventListener("click",Androidcard);
        }
        if(rand == "java.jpeg"){
            img4++;
            nameid = "java";
            match4+=1;
            firstclick.addEventListener("click",javacard);
        }
        if(rand == "php.png"){

```



```

        img5++;
        nameid = "php";
        match5+=1;
        firstclick.addEventListener("click",phpcard);
    }
    firstclick.innerHTML = "<div class='" + nameid + "'><img src='img/" + rand + "'></div>";
}

if( count == 2){
    secondclick = this;

    if(rand == "ft.jpg"){
        img1++;
        nameid = "ft";
        match1+=1;
        secondclick.addEventListener("click",fairytailcard);
    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        secondclick.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;
        nameid = "android";
        match3+=1;
        secondclick.addEventListener("click",Androidcard);
    }
    if(rand == "java.jpeg"){
        img4++;
        nameid = "java";
        match4+=1;
        secondclick.addEventListener("click",javacard);
    }
    if(rand == "php.png"){
        img5++;
        nameid = "php";
        match5+=1;
        secondclick.addEventListener("click",phpcard);
    }
    secondclick.innerHTML = "<div class='" + nameid + "'><img src='img/" + rand + "'></div>";
}

if( count == 3){
    secondclick = this;

    if(rand == "ft.jpg"){

```

```

        img1++;
        nameid = "ft";
        match1+=1;
        secondclick.addEventListener("click",fairytailcard);
    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        secondclick.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;
        nameid = "android";
        match3+=1;
        secondclick.addEventListener("click",Androidcard);
    }
    if(rand == "java.jpeg"){
        img4++;
        nameid = "java";
        match4+=1;
        secondclick.addEventListener("click",javacard);
    }
    if(rand == "php.png"){
        img5++;
        nameid = "php";
        match5+=1;
        secondclick.addEventListener("click",phpcard);
    }
    secondclick.innerHTML = "<div class='" + nameid + "'><img src='img/' + rand + "'></div>";
}
if( count == 4){
    fourthclick = this;

    if(rand == "ft.jpg"){
        img1++;
        nameid = "ft";
        match1+=1;
        fourthclick.addEventListener("click",fairytailcard);
    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        fourthclick.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;

```

```

        nameid = "android";
        match3+=1;
        fourthclick.addEventListener("click",Androidcard);
    }
    if(rand == "java.jpeg"){
        img4++;
        nameid = "java";
        match4+=1;
        fourthclick.addEventListener("click",javacard);
    }
    if(rand == "php.png"){
        img5++;
        nameid = "php";
        match5+=1;
        fourthclick.addEventListener("click",phpcard);
    }
    fourthclick.innerHTML = "<div class='" + nameid + "'><img src='img/" + rand + "'></div>";
}
if( count == 5){
    fifthclick = this;

    if(rand == "ft.jpg"){
        img1++;
        nameid = "ft";
        match1+=1;
        fifthclick.addEventListener("click",fairytailcard);
    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        fifthclick.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;
        nameid = "android";
        match3+=1;
        fifthclick.addEventListener("click",Androidcard);
    }
    if(rand == "java.jpeg"){
        img4++;
        nameid = "java";
        match4+=1;
        fifthclick.addEventListener("click",javacard);
    }
    if(rand == "php.png"){
        img5++;
        nameid = "php";

```

```

        match5+=1;
        fifthclick.addEventListener("click",phpcard);
    }
    fifthclick.innerHTML = "<div class='" + nameid + "'><img src='img/" + rand + "'></div>";
}
if( count == 6){
    sixthclick = this;

    if(rand == "ft.jpg"){
        img1++;
        nameid = "ft";
        match1+=1;
        sixthclick.addEventListener("click",fairytailcard);
    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        sixthclick.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;
        nameid = "android";
        match3+=1;
        sixthclick.addEventListener("click",Androidcard);
    }
    if(rand == "java.jpeg"){
        img4++;
        nameid = "java";
        match4+=1;
        sixthclick.addEventListener("click",javacard);
    }
    if(rand == "php.png"){
        img5++;
        nameid = "php";
        match5+=1;
        sixthclick.addEventListener("click",phpcard);
    }
    sixthclick.innerHTML = "<div class='" + nameid + "'><img src='img/" + rand + "'></div>";
}
if( count == 7){
    seventhclick = this;

    if(rand == "ft.jpg"){
        img1++;
        nameid = "ft";
        match1+=1;
        seventhclick.addEventListener("click",fairytailcard);
    }

```

```

    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        seventhclick.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;
        nameid = "android";
        match3+=1;
        seventhclick.addEventListener("click",Androidcard);
    }
    if(rand == "java.jpeg"){
        img4++;
        nameid = "java";
        match4+=1;
        seventhclick.addEventListener("click",javacard);
    }
    if(rand == "php.png"){
        img5++;
        nameid = "php";
        match5+=1;
        seventhclick.addEventListener("click",phpcard);
    }
    seventhclick.innerHTML = "<div class='" + nameid + "'><img src='img/' + rand + "'></div>";
}
if( count == 8){
    eighthclick = this;

    if(rand == "ft.jpg"){
        img1++;
        nameid = "ft";
        match1+=1;
        eighthclick.addEventListener("click",fairytailcard);
    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        eighthclick.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;
        nameid = "android";
        match3+=1;
        eighthclick.addEventListener("click",Androidcard);
    }
}

```

```

if(rand == "java.jpeg"){
    img4++;
    nameid = "java";
    match4+=1;
    eighthclick.addEventListener("click",javacard);
}
if(rand == "php.png"){
    img5++;
    nameid = "php";
    match5+=1;
    eighthclick.addEventListener("click",phpcard);
}
eighthclick.innerHTML = "<div class='" + nameid + "'><img src='img/" + rand + "'></div>";
}
if( count == 9){
    ninthclick = this;

    if(rand == "ft.jpg"){
        img1++;
        nameid = "ft";
        match1+=1;
        ninthclick.addEventListener("click",fairytailcard);
    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        ninthclick.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;
        nameid = "android";
        match3+=1;
        ninthclick.addEventListener("click",Androidcard);
    }
    if(rand == "java.jpeg"){
        img4++;
        nameid = "java";
        match4+=1;
        ninthclick.addEventListener("click",javacard);
    }
    if(rand == "php.png"){
        img5++;
        nameid = "php";
        match5+=1;
        ninthclick.addEventListener("click",phpcard);
    }
    ninthclick.innerHTML = "<div class='" + nameid + "'><img src='img/" + rand + "'></div>";
}

```

```

}
if( count == 10){
    tenthclcik = this;

    if(rand == "ft.jpg"){
        img1++;
        nameid = "ft";
        match1+=1;
        tenthclcik.addEventListener("click",fairytailcard);
    }
    if(rand == "apple.jpg"){
        img2++;
        nameid = "apple";
        match2+=1;
        tenthclcik.addEventListener("click",Applecard);
    }
    if(rand == "android.png"){
        img3++;
        nameid = "android";
        match3+=1;
        tenthclcik.addEventListener("click",Androidcard);
    }
    if(rand == "java.jpeg"){
        img4++;
        nameid = "java";
        match4+=1;
        tenthclcik.addEventListener("click",javacard);
    }
    if(rand == "php.png"){
        img5++;
        nameid = "php";
        match5+=1;
        tenthclcik.addEventListener("click",phpcard);
    }
    tenthclcik.innerHTML = "<div class='" + nameid + "'><img src='img/" + rand + "'></div>";
}
count++;

if(clicked%2 == 1){
    getid1 = this;

}
else{
    getid2 = this;

if(getid1.innerHTML != getid2.innerHTML){
    setTimeout(wrong,1000);
}
}

```

```

}
else{
    if(rand == "ft.jpg"){
        match1 = 3;
    }
    if(rand == "apple.jpg"){
        match2 = 3;
    }
    if(rand == "android.png"){
        match3 = 3;
    }
    if(rand == "java.jpeg"){
        match4 = 3;
    }
    if(rand == "php.png"){
        match5 = 3;
    }
    if(match1 == 3 && match2 == 3 && match3 == 3 && match4 == 3 && match5 == 3){
        update();
    }
}
}

```

```

this.removeEventListener("click",inputid);

```

```

//remove array

```

```

if(img1>1){
    for(var i = 0; i<number.length;i++){
        if(number[i] == "ft.jpg"){
            number.splice(i,1);
        }
    }
}
if(img2>1){
    for(var i = 0; i<number.length;i++){
        if(number[i] == "apple.jpg"){
            number.splice(i,1);
        }
    }
}
if(img3>1){
    for(var i = 0; i<number.length;i++){
        if(number[i] == "android.png"){
            number.splice(i,1);
        }
    }
}
if(img4>1){

```



```

        for(var i = 0; i<number.length;i++){
            if(number[i] == "java.jpeg"){
                number.splice(i,1);
            }
        }
    }
    if(img5>1){
        for(var i = 0; i<number.length;i++){
            if(number[i] == "php.png"){
                number.splice(i,1);
            }
        }
    }
}

function wrong(){
    getid1.innerHTML = "<img src='img/Blank.jpg'>";
    getid2.innerHTML = "<img src='img/Blank.jpg'>";

    getid1 = "";
    getid2 = "";
}

function fairytailcard(){
    this.innerHTML = "<div class='ft'><img src='img/ft.jpg'></div>";
    clicked++;

    if(clicked%2 == 1){
        getid1 = this;
    }
    else{
        getid2 = this;

        if(getid1.innerHTML != getid2.innerHTML){
            setTimeout(wrong,1000);
        }
        else{
            if (match1 == 2) {
                match1=3;

                if (match1 ==3 && match2 ==3 && match3 == 3 && match4 == 3 && match5 == 3) {
                    update();
                }
            }
        }
    }
}

```

```

function Applecard(){
  this.innerHTML = "<div class='apple'><img src='img/apple.jpg'></div>";
  clicked++;

  if(clicked%2 == 1){
    getid1 = this;
  }
  else{
    getid2 = this;

    if(getid1.innerHTML != getid2.innerHTML){
      setTimeout(wrong,1000);
    }
    else{
      if (match2==2) {
        match2=3;
        if (match1 ==3 && match2 ==3 && match3 == 3 && match4 == 3 && match5 == 3) {
          update();
        }
      }
    }
  }
}

```

```

function Androidcard(){
  this.innerHTML = "<div class='android'><img src='img/android.png'></div>";
  clicked++;

  if(clicked%2 == 1){
    getid1 = this;
  }
  else{
    getid2 = this;

    if(getid1.innerHTML != getid2.innerHTML){
      setTimeout(wrong,1000);
    }
    else{
      if (match3=2){
        match3=3;
        if (match1 == 3 && match2 ==3 && match3 == 3 && match4 ==3 && match5 == 3) {
          update();
        }
      }
    }
  }
}

```

```

    }
}

```

```

function javacard(){
    this.innerHTML = "<div class='java'><img src='img/java.jpeg'></div>";
    clicked++;

    if(clicked%2 == 1){
        getid1 = this;
    }
    else{
        getid2 = this;

        if(getid1.innerHTML != getid2.innerHTML){
            setTimeout(wrong,1000);
        }
        else{
            if (match4==2) {
                match4=3;
                if (match1 ==3 && match2 ==3 && match3 == 3 && match4 == 3 && match5 ==3) {
                    update();
                }
            }
        }
    }
}

```

```

function phpcard(){
    this.innerHTML = "<div class='php'><img src='img/php.png'></div>";
    clicked++;

    if(clicked%2 == 1){
        getid1 = this;
    }
    else{
        getid2 = this;

        if(getid1.innerHTML != getid2.innerHTML){
            setTimeout(wrong,1000);
        }
        else{
            if (match5==2) {
                match5=3;
                if (match1 ==3 && match2 ==3 && match3 == 3 && match4 == 3 && match5 == 3) {
                    update();
                }
            }
        }
    }
}

```

```

    }
}

}
}

//////////ajax.php//////////
<?php

session_start();

$servername = "localhost";
$username = "root";
$password = "";
$dbname = "school";

// Create connection
$conn = new mysqli($servername, $username, $password, $dbname);
// Check connection
if ($conn->connect_error) {
    die("Connection failed: " . $conn->connect_error);
}

$playerName = $_GET["name"];
$sql = "INSERT INTO game_score (Name, Unique_ID) VALUES ('".$playerName."', '".session_id()."')";
echo $sql;
mysqli_query($conn, $sql);

for($i=1; $i <= 6; $i++){
    $sql1 = "INSERT INTO game_log (Name,Unique_ID, Encode, Number) VALUES
('".$playerName."', '".session_id()."', RAND()*10 , '".$i."')";
    // echo $sql1."<br/>";
    mysqli_query($conn, $sql1);
}
$conn->close();
?>

//////////rank.php//////////
<?php

$servername = "localhost";
$username = "root";
$password = "";
$dbname = "school";

// Create connection
$conn = new mysqli($servername, $username, $password, $dbname);
// Check connection

```

```

if ($conn->connect_error) {
    die("Connection failed: " . $conn->connect_error);
}

$sql = "SELECT * FROM game_score WHERE Status = 0 ORDER BY Minutes , Seconds ASC limit 5";
$result = mysqli_query($conn,$sql);

echo "<tr>
    <th>Name</th>
    <th>Minutes</th>
    <th>Seconds</th>
</tr>";

while ($test = mysqli_fetch_array($result)){
    echo "<tr align = 'center'>";
    echo "<td>" . $test['Name']. "</td>";
    echo "<td>" . $test['Minutes']. "</td>";
    echo "<td>" . $test['Seconds']. "</td>";
    echo "</tr>";
}

$conn->close();
?>

////////////////////update2.php////////////////////

<?php

$servername = "localhost";
$username = "root";
$password = "";
$dbname = "school";

// Create connection
$conn = new mysqli($servername, $username, $password, $dbname);
// Check connection
if ($conn->connect_error) {
    die("Connection failed: " . $conn->connect_error);
}

$playerName = $_REQUEST['name'];

echo "<br>";

$sql = "SELECT CreateDateTime FROM game_score where Name = '" . $playerName. "'";

```

```

$result = mysqli_query($conn, $sql);

while ($test = mysqli_fetch_array($result)){
    $playtime = $test['CreateDateTime'];
}

date_default_timezone_set("Asia/Kuala_Lumpur");

$now = new DateTime();
$before = new DateTime($playtime);

$thetime = $before->diff($now)->format("%i,%s");

$time = explode(",", $thetime);

$sql1 = "UPDATE game_score Set Minutes = '". $time[0]."', Seconds= '". $time[1]."', Status= 0 where
Name = '". $playerName."'";
mysqli_query($conn,$sql1);

echo "Finish Time : " . $time[0] . "minutes " . $time[1] . " Seconds";
echo "<br>";
echo "<a href='homepage1.html'>back to Home</a>";

$conn->close();
?>

```