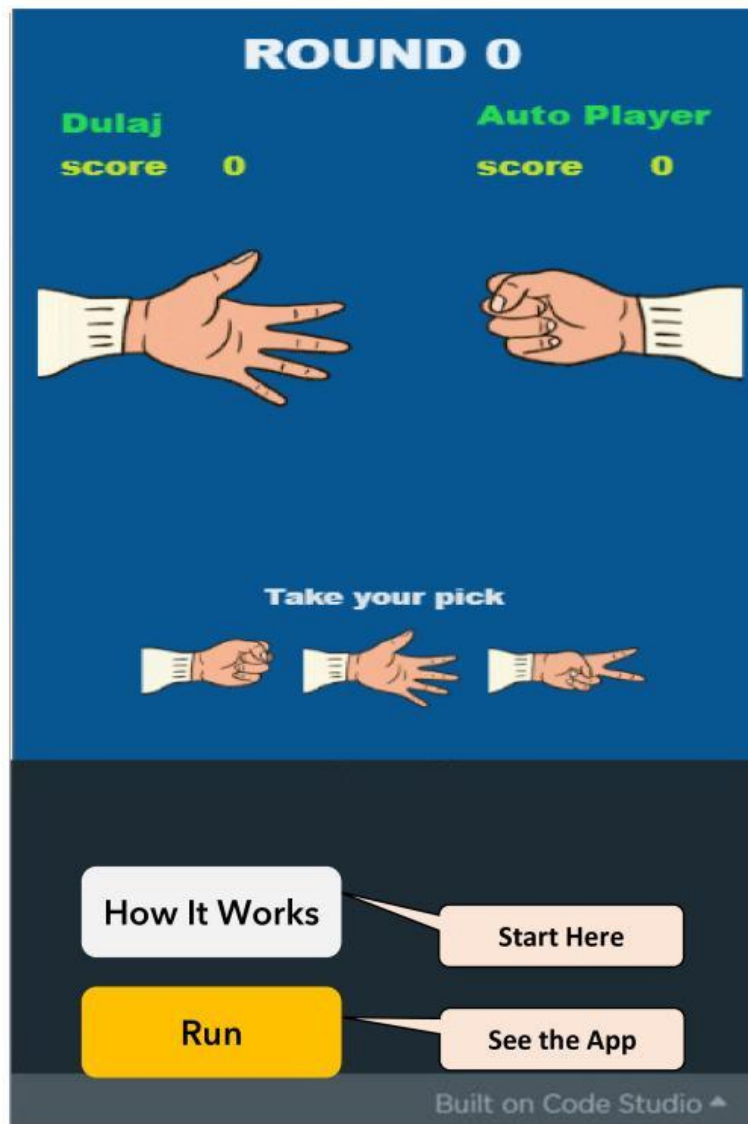


Project 84

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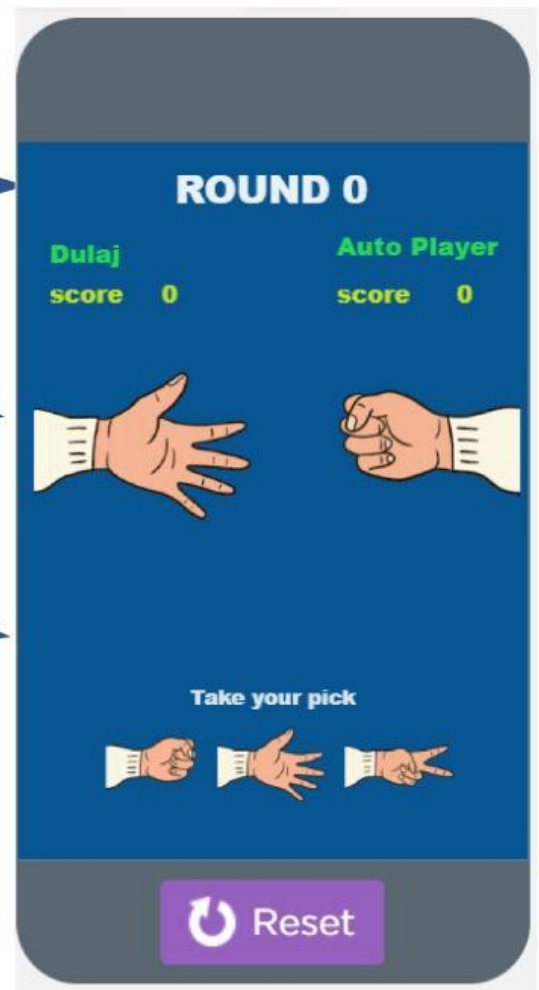
Coding School



Let's create an app for the rock, paper, scissor game. You can select the shape you want. Auto player, auto shape will be selected.

Auto player randomly picks one of rock, paper and scissor. The player with the highest score wins the match.

Marks must be added to those who take the passage at each time. The passage with the highest marks in 3 instances shall be taken at the end.



- ❖ All the design related to the app has been given to you.
- ❖ First, create the following variables.

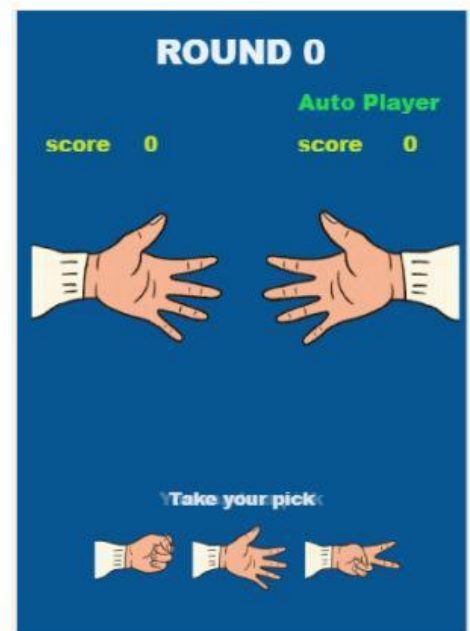
```
var playerScore = 0;  
var autoPlayerSelect;  
var autoPlayerScore = 0;  
var round = 0;  
var count = 0;
```

- ❖ Let's code for Screen1 first.
- ❖ Enter the player's name in the Name text area and go to screen 2 when you click the play button.
- ❖ Set the name entered by the user to the "labelPayerName" label on screen2.
- ❖ For that, create a variable as "playerName" and assign the text in the "inputName" text input to it. Then set the value of the "playerName" variable to the "labelPayerName" label
(Screen1)



```
onEvent (▼ "buttonStart", ▼ "click", function() {
    var playrName = getText (▼ "inputName");
    setText (▼ "labelPayerName", playrName);
    setScreen (▼ "screen2");
});
```

- ❖ Let's code for Screen2.
- ❖ When the user selects one of rock, paper and scissor, one of rock, paper and scissor must be selected randomly for the auto player. Since there are 3 cases, generate a random number from 1 to 3 and if the number is 1, display 1.gif to display the rock, if the number is 2, display the 2.gif to display paper and if the number is 3, display the scissor. Display the 3.gif to be.
- ❖ Here the image that the player clicks works as a button.



(Screen2)

- ❖ Whenever an image is clicked, a random number should be generated and a gif should be displayed based on it
- ❖ Since the same code part has to be coded for each image, that code part i.e. a random number is generated and the related gif is displayed, create the relevant code part in a function and call the function at the relevant time.
- ❖ Create a variable as "autoNum" and assign the randomly generated number to it.

```
function autoPlayer() {
```

```
  hideElement(▼ "labelTake1");
```

```
  showElement(▼ "labelTake2");
```

```
  hideElement(▼ "labelResult");
```

```
  var autoNum = randomNumber(1, 3);
```

```
  setImageURL(▼ "imgAutoPlayer", autoNum + ".gif");
```

```
  if( autoNum == 1 ){
```

```
    autoPlayerSelect = "rock";
```

```
  }
```

```
  else if( autoNum == 2 ){
```

```
    autoPlayerSelect = "paper";
```

```
  }
```

```
  else{
```

```
    autoPlayerSelect = "scissors";
```

```
  }
```

"labelTask1" label has "Take your pick". When the function is called, the label should be hidden and "You made a pick" should be shown in the "labelTask2" label. And "YOU WIN!" Or "YOU LOSE!" The label displayed as "labelResult" should be hidden.

Set the gif according to the random number.

Set the value of the "autoPlayerSelect" variable according to the random number.

Also as "rock" if the value of "autoNum" is 1

Also "paper" if the value of "autoNum" is 2

If the value of "autoNum" is 3, assign a value like "scissor" to the "autoPlayerSelect" variable.

- ❖ User clicked the rock image, rock.gif should be displayed and call the "autoPlayer" function for auto player.

```
onEvent(▼"btnrock", ▼"click", function() {  
    setImageURL(▼"imgPlayer", ▼"rock.gif");  
    autoPlayer(); ➡  
})
```

- ❖ Since the user has picked "rock", according to the symbol picked randomly by the auto player, the user should check whether the round has passed, lost, or tied.
- ❖ According to the symbol randomly selected by the "autoPlayer" function, its symbol name is assigned to the "autoPlayerSelect" variable.
- ❖ If the user selects "rock" and "paper" is selected by the auto player, the user will lose that round. A sign should be added for Auto player. And "YOU LOSE!" should be displayed as That is, if the value of "autoPlayerSelect" is "paper", the "labelResult" label will be "YOU LOSE!" Also add a mark to "autoPlayerScore".

```
if (autoPlayerSelect == "paper") {  
    autoPlayerScore = autoPlayerScore + 1;  
    setText(▼"labelResult", "YOU LOSE!");  
}
```

- ❖ If the auto player selects "scissors" when the user has picked "rock", the user will win that round. A sign must be added for User. And "YOU WIN!" should be displayed as That is, if the value of "autoPlayerSelect" is "scissors", the "labelResult" label will be "YOU WIN!" Also add a mark to "autoPlayerScore".

```
else if (autoPlayerSelect == "scissors") {  
    playerScore = playerScore + 1;  
    setText(▼"labelResult", "YOU WIN!");  
}
```

- ❖ If the auto player selects "rock" when the user has picked "rock", that round will be tied. No points for user or auto player and "TIE!" should be displayed as

That is, if the value of "autoPlayerSelect" is "rock", then "labelResult" label is "TIE!" A value must be set

```
else{  
    setText(▼"labelResult", "TIE!");  
}
```

- ❖ To count the round, the "round" variable created above must be equal to one.
- ❖ "The value of round" variable should be set to "labelRound" label. And the "result" function should be called. When the user clicks on the rock image, the complete code is as follows.

```
onEvent(▼"btnrock", ▼"click", function() {  
    setImageURL(▼"imgPlayer", ▼"rock.gif");  
    autoPlayer();  
    if( autoPlayerSelect == "paper" ) {  
        autoPlayerScore = autoPlayerScore + 1;  
        setText(▼"labelResult", "YOU LOSE!");  
    }  
    else if( autoPlayerSelect == "scissors" ) {  
        playerScore = playerScore + 1;  
        setText(▼"labelResult", "YOU WIN!");  
    }  
    else {  
        setText(▼"labelResult", "TIE!");  
    }  
    round++;  
    result();  
    setText(▼"labelRound", "ROUND " + round);  
});
```

- ❖ If the auto player selects "scissors" when the user has picked "paper", the user will lose that round. A sign should be added for Auto player. And "YOU LOSE!"

should be displayed as That is, if the value of "autoPlayerSelect" is "scissors", the "labelResult" label will be "YOU LOSE!" Also add a mark to "autoPlayerScore"

- ❖ If the auto player selects "rock" when the user has picked "paper", the user will win that round. A sign must be added for User. And "YOU WIN!" should be displayed as That is, if the value of "autoPlayerSelect" is "rock", the "labelResult" label will be "YOU WIN!" Also add a mark to "autoPlayerScore".
- ❖ If the auto player selects "paper" when the user has picked "paper", that round will be tied. No points for user or auto player and "TIE!" should be displayed as That is, if the value of "autoPlayerSelect" is "paper", then "labelResult" label is "TIE!" A value must be set.
- ❖ If the auto player selects "rock" when the user has picked "scissors", the user will lose that round. A sign should be added for Auto player. And "YOU LOSE!" should be displayed as That is, if the value of "autoPlayerSelect" is "rock", the "labelResult" label will be "YOU LOSE!" Also add a mark to "autoPlayerScore".
- ❖ If the user selects "scissors" and "paper" is selected by the auto player, the user will play that round. A sign must be added for User. And "YOU WIN!" should be displayed as That is, if the value of "autoPlayerSelect" is "paper", the "labelResult" label will be "YOU WIN!" Also add a mark to "autoPlayerScore".
- ❖ If the auto player selects "scissors" when the user has picked "scissors", the round will be tied. No points for user or auto player and "TIE!" should be displayed as That is, if the value of "autoPlayerSelect" is "scissors", then "labelResult" label is "TIE!" A value must be set.
- ❖ The "result" function provides points for the user and the auto player and the first to score 3 points wins.
- ❖ According to the symbol chosen by the user and the symbol given randomly by the auto player, it should be set to the labels related to the points of that round.

- ❖ Auto player's mark is assigned to the "autoPlayerScore" variable when the above image is clicked. The value of the "autoPlayerScore" variable should be assigned to the "labelAutoPlayerScore" label
- ❖ The user's mark is assigned to the "playerScore" variable when the above image is clicked. The value of the "playerScore" variable should be assigned to the "labelPlayerScore" label.
- ❖ Whether that round is win or lose or tie is assigned to the "labelResult" label when the above image is clicked. The label should be shown.
- ❖ "You made a pick" has "labelTake2" label and hide it. "Take your pick" in label "labelTake1" should be show.
- ❖ Set a set time out for the labels to show after the gif is played. Give it 2000ms.

```
function result() {
  setTimeout( function() {
    setText(▼ "labelAutoPlayerScore", autoPlayerScore);
    setText(▼ "labelPlayerScore", playerScore);
    hideElement(▼ "labelTake2");
    showElement(▼ "labelTake1");
    showElement(▼ "labelResult");
  }, 2000);
}
```

- ❖ Create a variable as finish in the Result function. Give zero as its value.
- ❖ Give the finish variable as 1 to the one who completes 3 points first among the user or auto player with that variable. Then you can do the necessary coding for the things that should be displayed at the end of the competition, i.e. on screen3.
- ❖ When the value of the "playerScore" variable is 3 and the value of the autoPlayerScore variable is less than 3, then the User will win. "YOU WIN!" To display as "labelFinalResult" label "YOU WIN!" Give as.

- ❖ When the value of the "autoPlayerScore" variable is 3 and the value of the playerScore variable is less than 3, at that time the user has lost, so "YOU LOSE!" To display as "labelFinalResult" label "YOU LOSE!" Give as.
- ❖ When one of the above two conditions is true, give the finish variable as 1.
- ❖ Display the final scores when the finish variable is 1.

```

var finish = 0;
if( playerScore == 3 && autoPlayerScore < 3 ){
    setText(▼"labelFinalResult", "YOU WIN!");
    finish = 1;
}
else if( autoPlayerScore == 3 && playerScore < 3 ){
    setText(▼"labelFinalResult", "YOU LOSE!");
    finish = 1;
}
if( finish == 1 ){
    var playrName = getText(▼"inputName");
    setText(▼"finalScorePlayr", playerScore);
    setText(▼"finalScoreAutoPlayer", autoPlayerScore);
    setText(▼"labelPlayerNameScr3", playrName);
    setTimeout( function( ) {
        setScreen(▼"screen3");
    }, 2500);
}

```