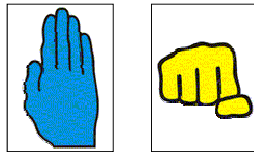


## Paper-Scissors-Rock



userimg

compimg

Draw / Computer / User wins.

1

## Paper-Scissors-Rock

```

<script>
var imgname = new Array("paper","scissors","stone");

var comp=0,user=2,timer1;

function chgimage(){
  comp = Math.floor(Math.random()*3); // 0,1,2
  document.all.compimg.src
    = "images/"+imgname[comp]+".png";
}

function play(n){
  user = n;
  document.all.userimg.src
    = "images/" + imgname[n] + ".png";

  timer1 = setInterval("chgimage()",100);
  setTimeout("stoptimer()",1500);
}

function stoptimer(){
  clearInterval(timer1);
}
</script>
    
```

3

## Paper-Scissors-Rock

<html>  
<head>

CSS

```

<style>
body {font-family:Verdana; font-size:14pt; }
input {font-size: 16pt; text-align:center; }
</style>
    
```

JS

```

<script>
var imgname = new Array("paper","scissors","stone");
function play(n){
  document.all.userimg.src
    = "images/" + imgname[n] + ".png";
}
</script>
    
```



</head>  
<body>

choices

```

&nbsp;
&nbsp;

    
```

results

```



    
```

</body>  
</html>

2

## Paper-Scissors-Rock

```

function stoptimer(){
  var n=user-comp, s="";
  clearInterval(timer1); // 停止

  if(n==0)
    s = "It is a draw";
  else if(n==-2 || n==1)
    s = "You Win";
  else if(n==-1 || n==2)
    s = "You lose";
  document.all.result.value = s;
}
    
```

u-c	0包	1剪	2鎚
0包	0	-1	-2
1剪	1	0	-1
2鎚	2	1	0

// 每隔0.1秒, 執行1次; 以後不斷重覆執行  
timer = setInterval("chgimage()",100);

// 1.5秒後只執行1次  
setTimeout("stoptimer()",1500);

4