

CPSC101/WMST 201 Javascript Image Lab

This is a "skeleton" of the code for the puzzle lab. We will use this in class as we discuss what you need to do in the lab.

```

<html>
  <head>
    <title>Puzzle Game</title>

    <script language='JavaScript'>
      var totalPieces = 9;                // total number of picture pieces

//-----
    //
    // Function: initialize
    // Description: Entry point for the whole game. It is invoked when
    // user clicks "Confirm" Button. This function retrieves all the
    // pieces for the picture, and then shows the initial layout of the
    // picture to the user.

    function initialize() {
      details omitted; they are not necessary for your work; code ensures
      that when user clicks on i_th image, selectFigure(i) is called }

//-----
    //
    // Function: getRandom
    // Description: Selects a random number (integer) between 0 and max - 1
    // Inputs: max: a number
    // Output: a random number between 0 and max - 1
    //
    function getRandom(max) { details omitted; not necessary for your work }

//-----
    //
    // Function: swapFigure
    // Description: Utility function to swap the positions of two pieces.
    // Inputs:
    //   p1: A number, index of the first picture piece to swap
    //   p2: A number, index of the second picture piece to swap
    // Outputs: none
    //
    function swapFigure(p1, p2) {
      details omitted; we will discuss some of the details in class }

//-----
    //
    // Function: startGame
    // Description: This is the entry point of a new game. It is invoked when the
    // user clicks the "New Game" button. This function initializes some global
    // variables (firstPieceSelected, numTries) and swaps pieces of original
    // picture several times.
    // Inputs: none
    // Outputs: none
    //
    function startGame() {
      var count;           // counter for the for loop
      var randomPiece1;    // a number representing a piece of the picture
      var randomPiece2;    // another number representing a piece of the pic

```

```

                                skeleton.txt
// swap pairs of image pieces several times
// to achieve a random initialization effect
for (count=0; count <4 * totalPieces; count++) {
    swapFigure(1,4);
}
}

//-----
//
// Function: selectFigure
// Description: Invoked when user clicks on a piece of picture on the
// screen (to do this, just move your mouse over a piece and left-click it).
// If the user has just selected two pieces, this function swaps the pieces.
// Otherwise, it saves information about the selection and gives control
// back to the user.
// Inputs:
// pos: the original position number for the piece the user selected
(clicked)
// Outputs: none
//
function selectFigure(pos) {
    details omitted: we will work on filling in some of these details
}

</script>
</head>

//-----
<body scroll=true>
  <h2>Slide Puzzle Game</h2>
  <form>
    <table>
      <tr>
        <td><input type=button name="confirmButton" value="Confirm"
onClick='initialize()'></td>
      </tr>
    </table>
  </form>
</body>
</html>

```