

## Dice

You play by throwing a dice after which if the number on your side coincides with the number at the center, you earn points. The one who earns 10 point earlier than the other is the winner.

[dice.js](#)

```
//Called when application is started.
var a = 0
var b =0
var chk = true
function OnStart()
{
    //Create a layout with objects vertically centered.
    lay = app.CreateLayout( "linear", "VCenter,Horizontal,FillXY" );

    //Create Layout
    layhor= app.CreateLayout( "Linear", "VCenter" );
    layhor.SetSize(0.45,1)
    //Create a text label and add it to layout.
    txt = app.CreateText( "You" );
    txt.SetTextSize( 25 );
    layhor.AddChild( txt );
    lay.AddChild( layhor );
//Create Text
txts = app.CreateText(0)
layhor.AddChild(txts );
//CreateButton
    btn1 = app.CreateButton("Throw")
    btn1.SetOnTouch( clc );
    layhor.AddChild(btn1 );
//    Create text
    txtsc = app.CreateText(0)
    layhor.AddChild(txtsc );
//Create layout
laycent= app.CreateLayout( "Linear", "Vcenter" );
laycent.SetSize(.1,1 );
    //Create Text
    txtdice= app.CreateText( "45" );
    txtdice.SetTextSize(35 );
laycent.AddChild( txtdice );
lay.AddChild(laycent );

//Create Layout
    layhor2 = app.CreateLayout( "Linear", "VCenter" );
    layhor2.SetSize(0.45,1 );
    txt2 = app.CreateText( "Phone" );
    txt2.SetTextSize( 25 );
    layhor2.AddChild( txt2 );
    // Create Text
    texts = app.CreateText(0)
```

```
layhor2.AddChild(texts );

//Create Button
btn2 = app.CreateButton("Throw")
btn2.SetOnTouch( clc2 );
layhor2.AddChild(btn2 );
// Create Text
    textsc = app.CreateText(0)
layhor2.AddChild(textsc );
lay.AddChild( layhor2 );

//Add layout to app.
app.AddLayout( lay );
}
function clc() {
txts.SetTextColor( "#ffffff" );
if(chk){
texts.SetTextColor( "#44ffffff" );
txtdice.SetTextColor( "#ffffff" );
var num = Math.floor(Math.random()*10)
var num2= Math.floor(Math.random()*10)
txtdice.SetText(num );
txts.SetText(num2 );
if(num==num2){
a++
txtsc.SetText(a);
txts.SetTextColor( "#22ff22" );
txtdice.SetTextColor( "#22ff22" );
over()
}
chk= false
app.Wait(1.5)
if(a<10||b<10){
app.SimulateTouch(btn2 );
}
}
else{app.ShowPopup("Not You")}}
}

function clc2() {
texts.SetTextColor( "#ffffff" );
if(!chk){
texts.SetTextColor( "#44ffffff" );
txtdice.SetTextColor( "#ffffff" );
var num = Math.floor(Math.random()*10)
var num2= Math.floor(Math.random()*10)
txtdice.SetText(num );
texts.SetText(num2 );
if(num==num2){
b++
textsc.SetText(b);
```

```
txtdice.SetTextColor( "#ff00ffff" );
texts.SetTextColor( "#ff00ffff" );
over()
}
chk = true
}
else{ app.ShowPopup("Not You" );}

}

function over(){
if(a>9){
alert( txt.GetText()+" have won")
replay()
}
if(b>9){
alert("The "+txt2.GetText()+" has won")
replay()
}
}
function replay(){
if(confirm("Do you want to play again")){
a=0
b=0
txtsc.SetText(0);
textsc.SetText(0 );
}
else{app.Exit()}
}
```

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