

16.1.1 Create Performance Task

default.js

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1. //Some parts of this program was collaborate with a partner
2. //The purpose of this program is to ask the user how many points each team
   scored in a volleyball match for 3 rounds. Then,
3. //using the information the program displays the winner or if it is a tie, the
   total points each team got, as well who won
4. //each round or if it was a tie. It also displays confetti to congratulate the
   winner.
5. var puffPoints = [];
6. var vinylsPoints = [];
7. function start (){
8.     var x = 85;
9.     var y = 325;
10.    confetti();
11.    askPoints(x,y);
12.    addValues();
13.    displayPoints(x, y);
14.    displayWinner();
15. }
16.
17. //This function asks the user for the volleyball points each team made for the
   3 rounds. If the user inputs a number over 15
18. //or under 0 it will ask the user to input a number less than or equal to 15
   and at least 0. It also displays the winner or if
19. //it was a tie for each round using the values that the user inputs. This
   fuction also takes in parameter x and y which
20. //determine the position of text displayed on the screen for who won each round.
21.
22. function askPoints(x , y){
23.     var round = 1;
24.     for(var i = 0; i < 3; i++){
25.         var puff = readInt("How many points did team Puff make in round " +
   round + "? ");
26.         puffPoints.push(puff)
27.         while(puffPoints[i] > 15 || puffPoints[i] < 0){
28.             puffPoints.pop();
29.             var keepAskingPuff = readInt("That is not a valid number. Please
   enter a number less than 15 and at least 0.");
30.             puffPoints.push(keepAskingPuff);
31.         }
32.         var vinyls = readInt("How many points did team Vinyls make in round " +
   round + "? ");
33.         vinylsPoints.push(vinyls);
34.         while ( vinylsPoints[i] > 15 || vinylsPoints[i] < 0 ){
35.             vinylsPoints.pop();
36.             var keepAskingVinyls = readInt("That is not a valid number. Please
   enter a number less than 15 and at least 0.");
37.             vinylsPoints.push(keepAskingVinyls);
38.         }
39.         if(puffPoints[i] > vinylsPoints[i]) {
40.             text(x, y, "Team puff won round " + round + ".");
41.         }else if(puffPoints[i] < vinylsPoints[i]){
42.             text(x, y, "Team Vinyls won round " + round + ".");
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43.     }else{
44.         text(x, y, " It's a tie for round " + round + ".")
45.     }
46.     round ++;
47.     y += 50;
48. }
49. }
50. //This function adds up all the values for the total score of each team. Then it pu
51. //of the team that made those points.
52. function addValues(){
53.     var sum1 = puffPoints[0] + puffPoints[1] + puffPoints[2];
54.     var sum2 = vinylsPoints[0] + vinylsPoints[1] + vinylsPoints[2];
55.     puffPoints.push(sum1);
56.     vinylsPoints.push(sum2);
57. }
58. //This function displays the points each team made each round as well as the
total points each team made.
59. function displayPoints(x, y){
60.     x = 140;
61.     y = 220;
62.     for(var i = 0; i < 4; i++){
63.         text(x, y, puffPoints[i]);
64.         text(x, y + 50, vinylsPoints[i]);
65.         x += 60;
66.     }
67.     x = 30;
68.     text(x, y, "Puff: ");
69.     text(x, y + 50, "Vinyls: ");
70.     y = 187;
71.     text(x, 187, "Teams");
72.     x = 175;
73.     text(x, y, "Points")
74.     x = 310;
75.     text(x, 187, "Total");
76. }
77. //This function displays the winner of whoever got the more points in the whole
game. Congratulating them for winning.
78. function displayWinner(){
79.     text(65, 80, "CONGRATULATIONS");
80.     if (puffPoints[3] > vinylsPoints[3]){
81.         text(108, 132, "Team Puff Won ");
82.     } else if (vinylsPoints[3] > puffPoints[3]){
83.         text(105, 132, "Team Vinyls Won");
84.     } else {
85.         text (160, 132, "It's a tie.")
86.     }
87. }
88. // This function inputs tiny rectangles that should represent confetti in
random places as well as random colors to
89. //congratualte the winner.
90. function confetti(){
91.     for(var i = 0; i < 80; i++){
92.         var x = Randomizer.nextInt(0, 450);
93.         var y = Randomizer.nextInt(0,450);
94.         var rect = new Rectangle(5, 10);
95.         rect.setPosition(x, y);
96.         rect.setColor(Randomizer.nextColor());
97.         add(rect);
98.     }
99. }
100. //This function is used in other function in order to input text on the screen. It
101. //position of the text, the x coordinate and the y corrdinate, as well as the
text that will be printed out.
102. function text(x, y, label){
103.     var txt = new Text(label);
104.     txt.setPosition(x, y);
105.     add(txt);
106. }

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