

Component C. Personalized Project Reference.

Procedure:

i.

```

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 + ".");
43 -   }else{
44     text(x, y, " It's a tie for round " + round + ".")
45   }
46   round ++;
47   y += 50;
48 }
49 }

```

ii.

```

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 }

```

List:

i.

```
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     }
40 }
```

ii.

```
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 }
```