

# Spaceshooter

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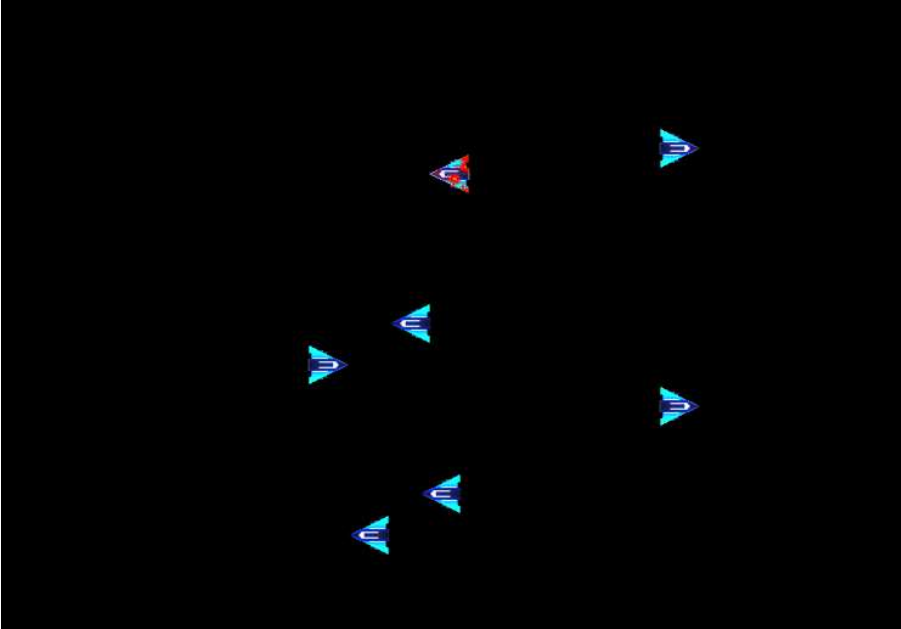
# 1 Kurze Beschreibung

## Spaceshooter

Programmiersprache: Javascript

Steuerung: Maus

Aktionen: Raumschiffe zerstören



## 2 Komponenten

1. `document.getElementById()`
2. `document.getElementById().src`
3. `document.getElementById().style.left`
4. `document.getElementById().style.top`
5. `document.getElementById().style.left.replace(/px/,)`
6. `parseInt()`
7. `Math.random()`
8. `window.setTimeout(function1", 1000)`
9. `< divid = Layer1>`
10. `< ahref = onClick = funcClick()>`
11. `< imgsrc = ìmg/img2.gif"border = "0" / >`

## 3 Code

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
<title>Spaceshooter</title>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<script language="JavaScript" type="text/JavaScript">
<!--
var points = 0;
var seconds = 0;
var divC = [-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1];
function setImage(id,pos){
  if(divC[id]>1){
    divC[id] = divC[id]-1;
    var imgStep = 12-divC[id];
var imgStep = "img/img"+pos+"-"+imgStep+".gif";
id = id+1;
    document.getElementById('id'+id).src = imgStep;
  }
  else{divC[id] = -2;}
}
function syntax1(name,id,pos,speed){
  var img1 = document.getElementById(name);
  var x = parseInt(img1.style.left.replace(/px/,""));
  var y = parseInt(img1.style.top.replace(/px/,""));
  var r1 = Math.floor((Math.random()*1000)+1);
  var r2 = Math.floor((Math.random()*10)+1);
  if(divC[id]!=-1){setImage(id,pos);}
  if(divC[id]==-2){
    x = x-1000;
    document.getElementById(name).style.left = x+"px";
document.getElementById(name).src = "img/img"+pos+".gif";
    divC[id] = -1;
  }
  if(r1>800){
if(r2>4){ y = y+5;}
else{ y = y-5;}
  }
  if(y<0){y = 800;}
  if(y>800){y = 0;}
  if(pos==1){
    x=x+speed;
if(x>=1200){x = -100;}
  }
  else{
    x = x-speed;
if(x<=-100){x = 1200;}
  }
  document.getElementById(name).style.left = x+"px";
  document.getElementById(name).style.top = y+"px";
}
function onLoad(){
  syntax1('id1',0,1,10);
  syntax1('id2',1,2,20);
  syntax1('id3',2,1,10);
  syntax1('id4',3,2,5);
  syntax1('id5',4,1,15);
  syntax1('id6',5,2,3);
  syntax1('id7',6,2,30);
  syntax1('id8',7,1,20);
  syntax1('id9',8,1,15);
  syntax1('id10',9,2,30);
  syntax1('id11',10,2,10);
  var timeout = window.setTimeout("onLoad()",100);
  seconds = seconds + 1;
}
function syntax2(name,id,x,y,lv){
  var left = parseInt(document.getElementById(name).style.left.replace(/px/,""));
  var top = parseInt(document.getElementById(name).style.top.replace(/px/,""));
  if(((x-30)<=left)&&((x+30)>=left)&&((y-30)<=top)&&((y+30)>=top))){
points = points+1;
var str = "<tr><td>Punkte: "+points+" Sekunden: "+seconds+"</td></tr>";
var d=document.getElementById('punkte');
  d.innerHTML+="<table cellpadding=\"3\" width=\"100%\">"+str+"</table>";
divC[id] = 11;
  }
}
function funcClick(){
  var x = event.clientX;
  var y = event.clientY;
  syntax2('id1',0,x-20,y-20,10);
  syntax2('id2',1,x-20,y-20,20);
  syntax2('id3',2,x-20,y-20,10);
  syntax2('id4',3,x-20,y-20,5);
  syntax2('id5',4,x-20,y-20,15);
  syntax2('id6',5,x-20,y-20,3);
  syntax2('id7',6,x-20,y-20,30);
  syntax2('id8',7,x-20,y-20,20);
  syntax2('id9',8,x-20,y-20,15);
  syntax2('id10',9,x-20,y-20,30);
  syntax2('id11',10,x-20,y-20,10);
}
-->
</script>
</head>
<body onLoad="onLoad()">
<form name="test">
<div id="Layer1" style="position:absolute; width:1300px; height:900px; z-index:0; background-color: #000000; layer-background-color: #000000; left: -20px; top: -10px;">
</div>
<div id="Layer2" style="position:absolute; width:1300px; height:900px; z-index:1; background-color: #000000; layer-background-color: #000000; left: 100px; top: 30px; visibility: hidden;">



















</div>
</body>
</html>
```

```



</div>
<div id="div1" style="position:absolute; width:1px; height:1px; z-index:100; background-color: #FFFFFF; layer-background-color: #FFFFFF;">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div2" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div3" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div4" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div5" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div6" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div7" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div8" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div9" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div10" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="div11" style="position:absolute; width:1px; height:1px; z-index:100">
<a href="#" onClick="funcClick()">
</a>
</div>
<div id="punkte" style="position:absolute; width:120px; height:25px; z-index:101; background-color: #FFFFFF; layer-background-color: #FFFFFF;">
<table cellpadding="3" width="100%"><tr><td>Punkte: 0 | Sekunden: 0</td></tr></table>
</div>
</form>
</body>
</html>

```