

# スライドショー

```
<html>
<head>
<title>スライドショー</title>

<script language="JavaScript">
<!--
photo=new Array("sakura.jpg","kiyomizu.jpg","maruyama.jpg","mati.jpg","tera.jpg");
i=0;
function autoimage(){
document.p_area.src=photo[i];
i=i+1;
if(i==5)i=0;
setTimeout("autoimage()",2000);
}
//-->
</script>

</head>

<body onLoad="autoimage()" bgcolor="silver">


</body>
</html>
```

# とけい 時計

AM 7:50:12

```
<html>
<head>
<meta http-equiv="content-type" content="text/html; charset=x-sjis">
<title>時計</title>
</head>

<body>

<form name = "fclock">
<input name = "txclock" size = 12>
</form>

<script language = "javascript">
<!--

tid = "";

// 表示の書き換え
function clock(){
  clearTimeout(tid);
  document.fclock.txclock.value = currentTime();
  tid = setTimeout('clock()',1000);
}

// 現在の時刻を表す文字列を作る
function currentTime(){
  ampm = "";
  now = new Date();

  hour = now.getHours();
  min = now.getMinutes();
  sec = now.getSeconds();

  // 24時間制にしたい場合は、この部分を削除
  if (hour < 12) {
```

```
    ampm = "AM";
  }else{
    ampm = "PM"; hour = hour - 12;
  }

  if (min < 10) min = "0" + min;
  if (sec < 10) sec = "0" + sec;

  return ampm + " " + hour + ":" + min + ":" + sec;
}

clock();

//-->
</script>

</body>
</html>
```

# 電卓

```
<html>
<head>
<meta http-equiv="content-type" content="text/html; charset=x-sjis">
<title>電卓</title>
</head>
<body>

<script language = "javascript">
<!--

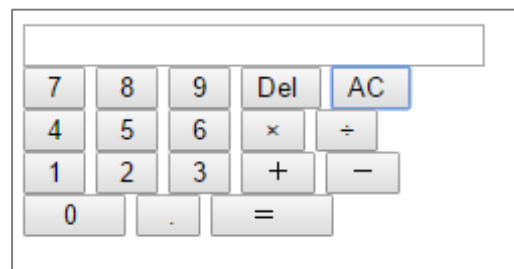
refreshFlag = false;
register = "";
operator = "";

// オールクリア
function acClick(){
    document.dentaku.disp.value = "";
    refreshFlag = false;
    register = "";
    operator = "";
}

// 入力した文字を1文字削除
function delClick(){
    if(refreshFlag == false){
        ddisp = document.dentaku.disp;
        ddisp.value = ddisp.value.substring(0,ddisp.value.length - 1);
    }
}

// 演算
function operate(op){
    if(refreshFlag == false){
        refreshFlag = true;

        if(operator != ""){
```



```

        register = eval(register+operator+document.dentaku.disp.value);
        document.dentaku.disp.value = register;
    }
    else{
        register = "" + document.dentaku.disp.value;
    }
}

if(document.dentaku.disp.value != ""){operator = op;}
}

// 数字入力 すうじにゆうりよく
function inputNum(num){
    if(refreshFlag){
        document.dentaku.disp.value = "";
        refreshFlag = false;
    }

    if(document.dentaku.disp.value == "0"){
        document.dentaku.disp.value = num;
    }
    else{
        document.dentaku.disp.value += num;
    }
}

// 小数点入力 しょうすうてんにゆうりよく
function inputDot(){
    if(refreshFlag){
        document.dentaku.disp.value = "";
        refreshFlag = false;
    }

    if(document.dentaku.disp.value == ""){
        document.dentaku.disp.value = "0.";
    }
    else if(document.dentaku.disp.value.indexOf(".") == -1){

```

```

        document.dentaku.disp.value += ".";
    }
}
//-->
</script>

<form name = "dentaku">
<input type = "text" name = "disp" size = 28 value = "">
<br>
<input type = "button" value = " 7 " onclick = "inputnum(7)">
<input type = "button" value = " 8 " onclick = "inputnum(8)">
<input type = "button" value = " 9 " onclick = "inputnum(9)">
<input type = "button" value = "del " onclick = "delclick()">
<input type = "button" value = "ac " onclick = "acclick()">
<br>
<input type = "button" value = " 4 " onclick = "inputnum(4)">
<input type = "button" value = " 5 " onclick = "inputnum(5)">
<input type = "button" value = " 6 " onclick = "inputnum(6)">
<input type = "button" value = " × " onclick = "operate('*)">
<input type = "button" value = " ÷ " onclick = "operate('/')">

<br>
<input type = "button" value = " 1 " onclick = "inputnum(1)">
<input type = "button" value = " 2 " onclick = "inputnum(2)">
<input type = "button" value = " 3 " onclick = "inputnum(3)">
<input type = "button" value = " + " onclick = "operate('+)">
<input type = "button" value = " - " onclick = "operate('-)">

<br>
<input type = "button" value = " 0 " onclick = "inputnum(0)">
<input type = "button" value = " ." onclick = "inputdot()">
<input type = "button" value = " = " onclick = "operate('=')">

</form>
</body>
</html>

```

# スロットマシン

```
<html>
<head>
<meta http-equiv="content-type" content="text/html; charset=x-sjis">
<title>slot machine - graphical</title>
</head>
<body bgcolor = "#88bbff">
```



```
<script language = "javascript1.1">
<!--
// Copyright (C)2000 SEKIUCHI Takayuki
```

```
coin = 50;           //初めに持っているコイン枚数
threeSeven = 10;    //スリーセブンの時の倍率
atari = 5;          //3つ揃った時の倍率
slotspd = 60;       //数字が変わる速度
```

```
bet = 1;
game = false;
box1 = true;
box2 = true;
box3 = true;
num = Math.floor(Math.random() * 10);
```

```
//数字の画像をプレロード
```

```
IMG = new Array();
IMG[0] = new Image(); IMG[0].src = "./number/0.gif";
IMG[1] = new Image(); IMG[1].src = "./number/1.gif";
IMG[2] = new Image(); IMG[2].src = "./number/2.gif";
IMG[3] = new Image(); IMG[3].src = "./number/3.gif";
IMG[4] = new Image(); IMG[4].src = "./number/4.gif";
IMG[5] = new Image(); IMG[5].src = "./number/5.gif";
IMG[6] = new Image(); IMG[6].src = "./number/6.gif";
IMG[7] = new Image(); IMG[7].src = "./number/7.gif";
IMG[8] = new Image(); IMG[8].src = "./number/8.gif";
IMG[9] = new Image(); IMG[9].src = "./number/9.gif";
```

```

//得点の計算
function keisan(){
  if((document.images["first"].src == document.
  images["second"].src) &&
  (document.images["second"].src == document.images["third"].src) &&
  (document.images["third"].src == IMG[7].src)){
    coin += bet * threeSeven;
    document.form.pay_back.value = "やったあ！コイン"
      + (bet*threeSeven)
      + "枚の払い戻しです。 コイン："
      + coin
      + "枚";
  }
  else if((document.images["first"].src == document.images["second"].src) &&
  (document.images["second"].src == document.images["third"].src)){
    coin += bet * atari;
    document.form.pay_back.value = "コイン"
      + (bet*atari)
      + "枚の払い戻しです。 コイン："
      + coin
      + "枚";
  }
  else {
    coin -= bet;
    document.form.pay_back.value = "ザンネンでした！ コイン：" + coin + "枚";
  }
  game = false;
  box1 = true;
  box2 = true;
  box3 = true;
}

//数字を止めるための関数
function end(variable){

```



```

if(game == true){
    if(variable == 1)box1 = false;
    if(variable == 2)box2 = false;
    if(variable == 3)box3 = false;
}
if((box1 == false) && (box2 == false) && (box3 == false)){
    clearTimeout(tid);
    keisan();
}
}

```

//数字を変換し、ボタンを押したら止める。

```

function hyouji(){
    if(num == 10) num = 0;
    if(box1)document.images["first"].src = IMG[num % 10].src;
    if(box2)document.images["second"].src = IMG[(num + 3) % 10].src;
    if(box3)document.images["third"].src = IMG[(num + 6) % 10].src;
    num += 1;

    tid = setTimeout("hyouji()",slotspd);
}

```

//賭金と所持金の処理

```

function inCoin(){
    if (document.forms[0].elements[3].options[0].selected)
        bet = 1;
    else if (document.forms[0].elements[3].options[1].selected)
        bet = 1;
    else if (document.forms[0].elements[3].options[2].selected)
        bet = 2;
    else if (document.forms[0].elements[3].options[3].selected)
        bet = 3;
    else if (document.forms[0].elements[3].options[4].selected)
        bet = 4;
    else if (document.forms[0].elements[3].options[5].selected)
        bet = 5;
}

```

```

if((coin-bet) < 0){
    document.form.pay_back.value="コインが足りません。";
    game = false;
}
else if (bet > 0){
    document.form.pay_back.value = "現在残りのコインは"
        + (coin-bet)
        + "枚、ベットしたコインは"
        + bet
        + "枚です";

    hyouji();
}
}

//ゲームの開始
function startGame(){
    if(game == false){
        game = true;
        if (coin <= 0){
            document.form.pay_back.value = "コインがありません。また来てね。";
        }else{
            inCoin();
        }
    }
}

//-->
</script>

<center>
<font size = 6 color = "#0000aa">slotmachine  las vegas</font>
</center>
<br><br>
<center>
<form name = "form">

```

```

<img src = "/number/7.gif" name = "first">
<img src = "/number/7.gif" name = "second">
<img src = "/number/7.gif" name = "third"><br>
<input type = "button" value = "stop" name = "firstb" onclick = end(1)>
<input type = "button" value = "stop" name = "secondb" onclick = end(2)>
<input type = "button" value = "stop" name = "thirdb" onclick = end(3)>
<br><br>
<select name = "select" size = "1">
<option>insert coin(s)
<option>1 coin
<option>2 coins
<option>3 coins
<option>4 coins
<option>5 coins
</select>

<input type = "button" value = "  start  " onclick = startgame()><br><br><br>
<input type = "text" size = 64 name = "pay_back">
</form>
</center>

<script language = "javascript">
<!--
document.form.pay_back.value = "最初のコインは"
                                + coin
                                + "枚。コインの枚数を選んで、start を押してね。";

//-->
</script>

</body>
</html>

```