

September 16, 2025

create.html

```
<!DOCTYPE html>
<html lang="ja">
<head>
  <meta charset="UTF-8">
  <title>単語帳を作成</title>
  <style>
    body { font-family: sans-serif; margin: 20px; }
    input, textarea { width: 100%; margin-bottom: 10px; }
    .card { border: 1px solid #ccc; padding: 10px; margin-bottom: 10px; }
    button { padding: 10px; }
  </style>
</head>
<body>

  <h1>単語帳を作成</h1>

  <label>単語帳の名前</label>
  <input type="text" id="deckName" placeholder="例: アルゴリズム">

  <div id="cardsContainer"></div>

  <button onclick="addCard()">+ 単語カードを追加</button><br><br>
  <button onclick="saveDeck()"> 保存する</button>

  <script>
    function addCard() {
      const container = document.getElementById('cardsContainer');
      const div = document.createElement('div');
      div.className = 'card';
      div.innerHTML = `
        <input type="text" placeholder="問題" class="question">
        <input type="text" placeholder="答え" class="answer">
      `;
      container.appendChild(div);
    }

    function saveDeck() {
      const deckName = document.getElementById('deckName').value.trim();
      if (!deckName) return alert('単語帳の名前を入力してください');

      const questions = document.querySelectorAll('.question');
      const answers = document.querySelectorAll('.answer');
      const cards = [];

      for (let i = 0; i < questions.length; i++) {
        const q = questions[i].value.trim();
        const a = answers[i].value.trim();
        if (q && a) {
          cards.push({ question: q, answer: a });
        }
      }

      if (cards.length === 0) return alert('カードを1つ以上追加してください');

      const data = {
        deck: deckName,
        cards: cards
      };

      fetch('save.php', {
```

```

        method: 'POST',
        headers: { 'Content-Type': 'application/json' },
        body: JSON.stringify(data)
    })
    .then(res => res.text())
    .then(msg => alert(msg))
    .catch(err => alert('保存に失敗しました'));
}

// 初期カード1枚
addCard();
</script>

</body>
</html>

```

play.html

```

<!DOCTYPE html>
<html lang="ja">
<head>
  <meta charset="UTF-8">
  <title>単語帳プレイ</title>
  <style>
    body {
      background-color: #007BFF;
      color: white;
      text-align: center;
      font-family: sans-serif;
      margin-top: 100px;
      font-size: 2em;
    }
    #word {
      padding: 20px;
      border: 2px solid white;
      display: inline-block;
      border-radius: 10px;
      background-color: rgba(255, 255, 255, 0.1);
      cursor: pointer;
    }
  </style>
</head>
<body>

  <div id="word">◆</div>

  <script>
    const deck = JSON.parse(localStorage.getItem('selectedDeck'));
    const wordPairs = deck.cards;

    let currentPair = null;
    let showingAnswer = false;
    let shownIndices = [];

    function getRandomIndex() {
      if (shownIndices.length === wordPairs.length) {
        shownIndices = [];
      }
      let index;
      do {
        index = Math.floor(Math.random() * wordPairs.length);
      } while (shownIndices.includes(index));
      shownIndices.push(index);
      return index;
    }

    function showNext() {
      const wordDiv = document.getElementById('word');
      if (!currentPair || showingAnswer) {
        const index = getRandomIndex();
        currentPair = wordPairs[index];
        wordDiv.textContent = currentPair.question;
      }
    }
  </script>

```

```

        showingAnswer = false;
    } else {
        wordDiv.textContent = currentPair.answer;
        showingAnswer = true;
    }
}

document.addEventListener('keydown', function(event) {
    if (event.key === 'Enter') {
        showNext();
    }
});

document.getElementById('word').addEventListener('click', showNext);

// 最初のカードを表示
showNext();
</script>

</body>
</html>

```

load.php

```

<?php
header('Content-Type: application/json');
$filename = 'flashcards.json';

if (file_exists($filename)) {
    echo file_get_contents($filename);
} else {
    echo json_encode([]);
}

```

decks.html

```

<script>
fetch('load.php')
.then(res => res.json())
.then(data => {
    const list = document.getElementById('deckList');
    data.forEach((deck, index) => {
        const li = document.createElement('li');
        li.textContent = deck.deck + ` (カード数: ${deck.cards.length}) `;
        li.onclick = () => {
            localStorage.setItem('selectedDeck', JSON.stringify(deck));
            window.location.href = 'play.html';
        };
        list.appendChild(li);
    });
})
.catch(err => {
    console.error('読み込みエラー:', err);
});
</script>

```

save.php

```

<?php
header('Content-Type: text/plain');

// POSTされたJSONデータを受け取る
$data = json_decode(file_get_contents('php://input'), true);

if (!$data || !isset($data['deck']) || !isset($data['cards'])) {
    http_response_code(400);
    echo "⚠️ 無効なデータです";
    exit;
}

$filename = 'flashcards.json';

// 既存の単語帳を読み込む

```

```

$existing = [];

if (file_exists($filename)) {
    $json = file_get_contents($filename);
    $existing = json_decode($json, true);

    // デコードに失敗した場合（ファイルが壊れてる）
    if (!is_array($existing)) {
        $existing = [];
    }
}

// 新しいデータを追加
$existing[] = $data;

// JSONとして保存
$result = file_put_contents($filename, json_encode($existing, JSON_PRETTY_PRINT |
    JSON_UNESCAPED_UNICODE));

// 成功したか確認
if ($result !== false) {
    echo "☑ 単語帳を保存しました";
} else {
    http_response_code(500);
    echo "☒ 保存に失敗しました";
}

```

```

sudo chown www-data:www-data /var/www/html/save.php
sudo chmod 644 /var/www/html/save.php

```

```

sudo touch flashcards.json
sudo chown www-data:www-data flashcards.json
sudo chmod 664 flashcards.json

```

```

sudo chown www-data:www-data .
sudo chmod 775 .

```