

Jshint

4 Warning

- I have checked my code and the “for” and “let” have been positioned correctly and do not affect the code after testing.
- The unexpected “++” placed before oldScore so it adds 1 to the users score. Again after numerous testing the code works perfectly.

The screenshot shows the JSHint website interface. At the top, there's a navigation bar with links to YouTube, Google Maps, Gmail, News, Popular, Codeanywhere, Bookmarks, Code Institute, Github, and twbs/bootstrap: Th... Below the navigation bar, there's a red header section titled "Report: Warnings (4)". Under this header, there's a pink box titled "JSLint was unable to finish." containing four warnings:

1. [JSLint was unable to finish] Unexpected 'let'. [175: 9](#)
`for(let i of incorrect) {`
2. Unexpected '++'. [161: 50](#)
`document.getElementById("score").innerText = ++oldScore;`
3. Unexpected '++'. [168: 54](#)
`document.getElementById("incorrect").innerText = ++oldScore;`
4. Unexpected 'for'. [175: 5](#)
`for(let i of incorrect) {`

Below the warnings, there's a green box titled "Report: Properties (14)" containing a list of properties: `add, addEventListener, classList, disabled, floor, focus, getElementById, innerText, key, push, random, remove, textContent, value`.

At the bottom, there's a blue box titled "Report: Functions (21)" containing a list of functions: `global checkAnswers, continuePlaying, correct, disableElement, displayNumbers, enableElement, hideElement, incorrect, incrementScore, incrementWrongAnswer, initializeGame, moveCursor, newGame, newTurn, num1, num2, recordNumbers, removeLife, revealSubmit, runGame, submitAnswer, unhideElement`.

Report Functions

Report: Functions (21)		
global checkAnswers, continuePlaying, correct, disableElement, displayNumbers, enableElement, hideElement, incorrect, incrementScore, incrementWrongAnswer, initializeGame, moveCursor, newGame, newTurn, num1, num2, recordNumbers, removeLife, revealSubmit, runGame, submitAnswer, unhideElement		
initializeGame() variable con, newG, sub		8: 1
newGame()		19: 1
submitAnswer()		29: 1
moveCursor() variable move		39: 1
«keyup»(event) parameter event		41: 36
revealSubmit() variable reveal		50: 1
«keyup»(event) parameter event		52: 38
continuePlaying()		62: 1
hideElement(elementId) parameter elementId		72: 1
parameter elementId		
unhideElement(elementId) parameter elementId		77: 1
disableElement(elementId) parameter elementId		82: 1
enableElement(elementId) parameter elementId		87: 1
runGame()		96: 1
newTurn()		106: 1
displayNumbers(operand1, operand2) parameter operand1, operand2		117: 1
«setTimeout»()		120: 16
recordNumbers() variable operand1, operand2		133: 1
checkAnswers() variable correctAnswer1, correctAnswer2, userAnswer1, userAnswer2		143: 1
incrementScore() variable oldScore		159: 1
incrementWrongAnswer() variable oldScore		166: 1
removeLife()		174: 1