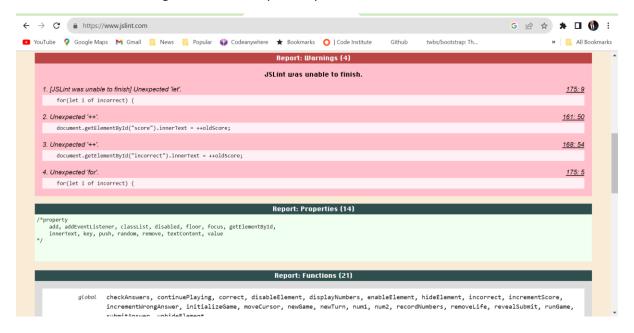# Jslint

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.

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()   _8: 1_
    variable   con, newG, sub

newGame()   _19: 1_

submitAnswer()   _29: 1_

moveCursor()   _39: 1_
    variable   move

   «keyup»(event)   _41: 36_
     parameter   event

revealSubmit()   _50: 1_
    variable   reveal

   «keyup»(event)   _52: 38_
     parameter   event

continuePlaying()   _62: 1_

hideElement(elementId)   _72: 1_
    parameter   elementId

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    parameter   elementId

unhideElement(elementId)   _77: 1_
    parameter   elementId

disableElement(elementId)   _82: 1_
    parameter   elementId

enableElement(elementId)   _87: 1_
    parameter   elementId

runGame()   _96: 1_

newTurn()   _106: 1_

displayNumbers(operand1, operand2)   _117: 1_
    parameter   operand1, operand2

   «setTimeout»()   _120: 16_

recordNumbers()   _133: 1_
    variable   operand1, operand2

checkAnswers()   _143: 1_
    variable   correctAnswer1, correctAnswer2, userAnswer1, userAnswer2

incrementScore()   _159: 1_
    variable   oldScore

incrementWrongAnswer()   _166: 1_
    variable   oldScore

removeLife()   _174: 1_