

```

1 // wait for the DOM to finish loading before running freestyle mode
2 document.addEventListener("DOMContentLoaded", function () {
3     playFreestyle();
4     freestyleButton.style.color = "#5e17eb";
5     freestyleButton.style.border = "solid 5px #000000";
6     challengeOn = false;
7 });
8
9 // virtual piano freestyle mode
10 // This code was taken from YouTuber Web Dev Simplified and adapted - see details in the R
11
12 // define black and white keys on computer keyboard
13 let WHITE_KEYS = ['z', 'x', 'c', 'v', 'b', 'n', 'm', 'a', 's', 'd', 'f', 'g', 'h', 'j'];
14 let BLACK_KEYS = ['q', 'w', 'e', 'r', 't', 'y', 'u', 'i', 'o', 'p'];
15
16 // select all piano keys and attribute to variable
17 let pianoKeys = document.querySelectorAll('.key');
18 let whiteKeys = document.querySelectorAll('.key.white');
19 let blackKeys = document.querySelectorAll('.key.black');
20
21 // freestyle mode function
22 function playFreestyle() {
23
24     // reset all counters
25     winScore = 0;
26     winCounter.innerHTML = winScore;
27     loseScore = 0;
28     loseCounter.innerHTML = loseScore;
29     round = 0;
30     roundCounter.innerHTML = round;
31     resultMessage.innerHTML = "N/A";
32
33     // click event listener for piano keys
34     pianoKeys.forEach(function (key) {
35         key.addEventListener('click', function () {
36             return playNote(key);
37         });
38     });
39
40     // keydown event for piano keys
41     document.addEventListener('keydown', function (event) {
42         if (event.repeat) return;
43         let pianoKey = event.key;
44         let whiteKeyIndex = WHITE_KEYS.indexOf(pianoKey);
45         let blackKeyIndex = BLACK_KEYS.indexOf(pianoKey);
46
47         if (whiteKeyIndex > -1) playNote(whiteKeys[whiteKeyIndex]);
48         if (blackKeyIndex > -1) playNote(blackKeys[blackKeyIndex]);
49     });
50
51     // play audio and define interaction with piano keys
52     function playNote(key) {
53         let noteAudio = document.getElementById(key.dataset.note);
54         noteAudio.currentTime = 0;
55         noteAudio.play();
56         key.classList.add('active');
57         noteAudio.addEventListener('ended', function () {
58             key.classList.remove('active');
59         });
60     }
61 }
62
63
64 // virtual piano challenge mode
65 // this code was predominantly taken from the YouTube channel freeCodeCamp.org and adapted
66
67 // order in which the keys light up
68 let order = [];
69
70 // order in which the player presses the keys

```

## CONFIGURE

### Metrics

There are 141 functions in this file.

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Largest function has 25 statements in it, while the median is 1.

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```

71 let playerOrder = [];
72 // integer for number of times the keys light up
73 let keyLights;
74
75 // variable to count the number of rounds
76 let round;
77
78 // variable to count the win score
79 let winScore = 0;
80
81 // variable to count the lose score
82 let loseScore = 0;
83
84 // boolean defining whether player has hit the right notes or not
85 let correct;
86
87 // boolean defining whether it's the player's or computer's turn
88 let computerTurn;
89
90 // variable to identify the interval between notes being played
91 let intervalId;
92
93 // boolean defining the piano note audio on or off
94 let sound = true;
95
96 // variable defining whether the challenge mode is on or off
97 let challengeOn = false;
98
99 // boolean defining if the player has won or not
100 let win;
101
102 // assign various counters to variables
103 let roundCounter = document.getElementById('round');
104 let winCounter = document.getElementById('win-score');
105 let loseCounter = document.getElementById('lose-score');
106
107 // assign variable to win lose message
108 let resultMessage = document.getElementById('result-message');
109
110 // assign freestyle and challenge buttons to variables
111 let freestyleButton = document.getElementById('freestyle-button');
112 let challengeButton = document.getElementById('challenge-button');
113
114 // assign individual piano keys to variables for clicking
115 let c1 = document.getElementById('key-c1');
116 let db1 = document.getElementById('key-db1');
117 let d1 = document.getElementById('key-d1');
118 let eb1 = document.getElementById('key-eb1');
119 let e1 = document.getElementById('key-e1');
120 let f1 = document.getElementById('key-f1');
121 let gb1 = document.getElementById('key-gb1');
122 let g1 = document.getElementById('key-g1');
123 let ab1 = document.getElementById('key-ab1');
124 let a1 = document.getElementById('key-a1');
125 let bb1 = document.getElementById('key-bb1');
126 let b1 = document.getElementById('key-b1');
127 let c2 = document.getElementById('key-c2');
128 let db2 = document.getElementById('key-db2');
129 let d2 = document.getElementById('key-d2');
130 let eb2 = document.getElementById('key-eb2');
131 let e2 = document.getElementById('key-e2');
132 let f2 = document.getElementById('key-f2');
133 let gb2 = document.getElementById('key-gb2');
134 let g2 = document.getElementById('key-g2');
135 let ab2 = document.getElementById('key-ab2');
136 let a2 = document.getElementById('key-a2');
137 let bb2 = document.getElementById('key-bb2');
138 let b2 = document.getElementById('key-b2');
139
140 // assign individual notes to variables
141 let noteC1 = document.getElementById('C1');
142

```

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```

143 let noteDb1 = document.getElementById('Db1');
144 let noteD1 = document.getElementById('D1');
145 let noteEb1 = document.getElementById('Eb1');
146 let noteE1 = document.getElementById('E1');
147 let noteF1 = document.getElementById('F1');
148 let noteGb1 = document.getElementById('Gb1');
149 let noteG1 = document.getElementById('G1');
150 let noteAb1 = document.getElementById('Ab1');
151 let noteA1 = document.getElementById('A1');
152 let noteBb1 = document.getElementById('Bb1');
153 let noteB1 = document.getElementById('B1');
154 let noteC2 = document.getElementById('C2');
155 let noteDb2 = document.getElementById('Db2');
156 let noteD2 = document.getElementById('D2');
157 let noteEb2 = document.getElementById('Eb2');
158 let noteE2 = document.getElementById('E2');
159 let noteF2 = document.getElementById('F2');
160 let noteGb2 = document.getElementById('Gb2');
161 let noteG2 = document.getElementById('G2');
162 let noteAb2 = document.getElementById('Ab2');
163 let noteA2 = document.getElementById('A2');
164 let noteBb2 = document.getElementById('Bb2');
165 let noteB2 = document.getElementById('B2');

166 // event listener for clicking on challenge button
167 challengeButton.addEventListener('click', function (event) {
168     challengeButton.style.color = "#5e17eb";
169     challengeButton.style.border = "solid 5px #000000";
170     freestyleButton.style.color = "#000000";
171     freestyleButton.style.border = "solid 5px #5e17eb";
172     challengeOn = true;
173     playChallenge();
174 });
175

176 // event listener for clicking on freestyle button
177 freestyleButton.addEventListener('click', function (event) {
178     freestyleButton.style.color = "#5e17eb";
179     freestyleButton.style.border = "solid 5px #000000";
180     challengeButton.style.color = "#000000";
181     challengeButton.style.border = "solid 5px #5e17eb";
182     challengeOn = false;
183     playFreestyle();
184 });
185

186 // play challenge function
187 function playChallenge() {
188     win = false;
189     order = [];
190     playerOrder = [];
191     keyLights = 0;
192     intervalId = 0;
193     round = 1;
194     roundCounter.innerHTML = 1;
195     correct = true;
196     for (let i = 0; i < 5; i++) {
197         order.push(Math.floor(Math.random() * 24) + 1);
198     }
199     computerTurn = true;
200     intervalId = setInterval(gameTurn, 1000);
201 }
202

203 // function defining who's turn it is
204 function gameTurn() {
205     challengeOn = false;
206     if (keyLights == round) {
207         clearInterval(intervalId);
208         computerTurn = false;
209         challengeOn = true;
210     }
211
212     if (computerTurn) {
213
214

```

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```

215     setTimeout(function () {
216         if (order[keyLights] == 1) one();
217         if (order[keyLights] == 2) two();
218         if (order[keyLights] == 3) three();
219         if (order[keyLights] == 4) four();
220         if (order[keyLights] == 5) five();
221         if (order[keyLights] == 6) six();
222         if (order[keyLights] == 7) seven();
223         if (order[keyLights] == 8) eight();
224         if (order[keyLights] == 9) nine();
225         if (order[keyLights] == 10) ten();
226         if (order[keyLights] == 11) eleven();
227         if (order[keyLights] == 12) twelve();
228         if (order[keyLights] == 13) thirteen();
229         if (order[keyLights] == 14) fourteen();
230         if (order[keyLights] == 15) fifteen();
231         if (order[keyLights] == 16) sixteen();
232         if (order[keyLights] == 17) seventeen();
233         if (order[keyLights] == 18) eighteen();
234         if (order[keyLights] == 19) nineteen();
235         if (order[keyLights] == 20) twenty();
236         if (order[keyLights] == 21) twentyOne();
237         if (order[keyLights] == 22) twentyTwo();
238         if (order[keyLights] == 23) twentyThree();
239         if (order[keyLights] == 24) twentyFour();
240         keyLights++;
241     }, 200);
242 }
243 }
244
245 // define all keys audio functions
246 // define c1 key audio function
247 function one() {
248     noteC1.currentTime = 0;
249     noteC1.play();
250     c1.classList.add('active');
251     noteC1.addEventListener('ended', function () {
252         c1.classList.remove('active');
253     });
254 }
255
256 // define db1 key audio function
257 function two() {
258     noteDb1.currentTime = 0;
259     noteDb1.play();
260     db1.classList.add('active');
261     noteDb1.addEventListener('ended', function () {
262         db1.classList.remove('active');
263     });
264 }
265
266 // define d1 key audio function
267 function three() {
268     noteD1.currentTime = 0;
269     noteD1.play();
270     d1.classList.add('active');
271     noteD1.addEventListener('ended', function () {
272         d1.classList.remove('active');
273     });
274 }
275
276 // define eb1 key audio function
277 function four() {
278     noteEb1.currentTime = 0;
279     noteEb1.play();
280     eb1.classList.add('active');
281     noteEb1.addEventListener('ended', function () {
282         eb1.classList.remove('active');
283     });
284 }
285
286 // define e1 key audio function

```

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**JS Hint**  
version 2.13.4

(<https://github.com/jshint/jshint>)

```

287 function five() {
288     noteE1.currentTime = 0;
289     noteE1.play();
290     e1.classList.add('active');
291     noteE1.addEventListener('ended', function () {
292         e1.classList.remove('active');
293     });
294 }
295
296 // define f1 key audio function
297 function six() {
298     noteF1.currentTime = 0;
299     noteF1.play();
300     f1.classList.add('active');
301     noteF1.addEventListener('ended', function () {
302         f1.classList.remove('active');
303     });
304 }
305
306 // define gb1 key audio function
307 function seven() {
308     noteGb1.currentTime = 0;
309     noteGb1.play();
310     gb1.classList.add('active');
311     noteGb1.addEventListener('ended', function () {
312         gb1.classList.remove('active');
313     });
314 }
315
316 // define g1 key audio function
317 function eight() {
318     noteG1.currentTime = 0;
319     noteG1.play();
320     g1.classList.add('active');
321     noteG1.addEventListener('ended', function () {
322         g1.classList.remove('active');
323     });
324 }
325
326 // define ab1 key audio function
327 function nine() {
328     noteAb1.currentTime = 0;
329     noteAb1.play();
330     ab1.classList.add('active');
331     noteAb1.addEventListener('ended', function () {
332         ab1.classList.remove('active');
333     });
334 }
335
336 // define a1 key audio function
337 function ten() {
338     noteA1.currentTime = 0;
339     noteA1.play();
340     a1.classList.add('active');
341     noteA1.addEventListener('ended', function () {
342         a1.classList.remove('active');
343     });
344 }
345
346 // define bb1 key audio function
347 function eleven() {
348     noteBb1.currentTime = 0;
349     noteBb1.play();
350     bb1.classList.add('active');
351     noteBb1.addEventListener('ended', function () {
352         bb1.classList.remove('active');
353     });
354 }
355
356 // define b1 key audio function
357 function twelve() {
358     noteB1.currentTime = 0;

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359     noteB1.play();
360     b1.classList.add('active');
361     noteB1.addEventListener('ended', function () {
362         b1.classList.remove('active');
363     });
364 }
365
366 // define c2 key audio function
367 function thirteen() {
368     noteC2.currentTime = 0;
369     noteC2.play();
370     c2.classList.add('active');
371     noteC2.addEventListener('ended', function () {
372         c2.classList.remove('active');
373     });
374 }
375
376 // define db2 key audio function
377 function fourteen() {
378     noteDb2.currentTime = 0;
379     noteDb2.play();
380     db2.classList.add('active');
381     noteDb2.addEventListener('ended', function () {
382         db2.classList.remove('active');
383     });
384 }
385
386 // define d2 key audio function
387 function fifteen() {
388     noteD2.currentTime = 0;
389     noteD2.play();
390     d2.classList.add('active');
391     noteD2.addEventListener('ended', function () {
392         d2.classList.remove('active');
393     });
394 }
395
396 // define eb2 key audio function
397 function sixteen() {
398     noteEb2.currentTime = 0;
399     noteEb2.play();
400     eb2.classList.add('active');
401     noteEb2.addEventListener('ended', function () {
402         eb2.classList.remove('active');
403     });
404 }
405
406 // define e2 key audio function
407 function seventeen() {
408     noteE2.currentTime = 0;
409     noteE2.play();
410     e2.classList.add('active');
411     noteE2.addEventListener('ended', function () {
412         e2.classList.remove('active');
413     });
414 }
415
416 // define f2 key audio function
417 function eighteen() {
418     noteF2.currentTime = 0;
419     noteF2.play();
420     f2.classList.add('active');
421     noteF2.addEventListener('ended', function () {
422         f2.classList.remove('active');
423     });
424 }
425
426 // define gb2 key audio function
427 function nineteen() {
428     noteGb2.currentTime = 0;
429     noteGb2.play();
430     gb2.classList.add('active');

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version 2.13.4

(https://github.com/jshint/jshint)

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```

431     noteGb2.addEventListener('ended', function () {
432         gb2.classList.remove('active');
433     });
434 }
435
436 // define g2 key audio function
437 function twenty() {
438     noteG2.currentTime = 0;
439     noteG2.play();
440     g2.classList.add('active');
441     noteG2.addEventListener('ended', function () {
442         g2.classList.remove('active');
443     });
444 }
445
446 // define ab2 key audio function
447 function twentyOne() {
448     noteAb2.currentTime = 0;
449     noteAb2.play();
450     ab2.classList.add('active');
451     noteAb2.addEventListener('ended', function () {
452         ab2.classList.remove('active');
453     });
454 }
455
456 // define a2 key audio function
457 function twentyTwo() {
458     noteA2.currentTime = 0;
459     noteA2.play();
460     a2.classList.add('active');
461     noteA2.addEventListener('ended', function () {
462         a2.classList.remove('active');
463     });
464 }
465
466 // define bb2 key audio function
467 function twentyThree() {
468     noteBb2.currentTime = 0;
469     noteBb2.play();
470     bb2.classList.add('active');
471     noteBb2.addEventListener('ended', function () {
472         bb2.classList.remove('active');
473     });
474 }
475
476 // define b2 key audio function
477 function twentyFour() {
478     noteB2.currentTime = 0;
479     noteB2.play();
480     b2.classList.add('active');
481     noteB2.addEventListener('ended', function () {
482         b2.classList.remove('active');
483     });
484 }
485
486 // event listeners for clicking on each piano key
487 // event listener for c1 piano key click
488 c1.addEventListener('click', function (event) {
489     if (challengeOn) {
490         playerOrder.push(1);
491         check();
492         one();
493         if (!win) {
494             setTimeout(function () {}, 300);
495         }
496     }
497 });
498
499 // event listener for db1 piano key click
500 db1.addEventListener('click', function (event) {
501     if (challengeOn) {
502         playerOrder.push(2);

```

## CONFIGURE

## Metrics

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```

503     check();
504     two();
505     if (!win) {
506         setTimeout(function () {}, 300);
507     }
508 }
509 // event listener for d1 piano key click
510 d1.addEventListener('click', function (event) {
511     if (challengeOn) {
512         playerOrder.push(3);
513         check();
514         three();
515         if (!win) {
516             setTimeout(function () {}, 300);
517         }
518     }
519 })
520 // event listener for eb1 piano key click
521 eb1.addEventListener('click', function (event) {
522     if (challengeOn) {
523         playerOrder.push(4);
524         check();
525         four();
526         if (!win) {
527             setTimeout(function () {}, 300);
528         }
529     }
530 })
531 // event listener for e1 piano key click
532 e1.addEventListener('click', function (event) {
533     if (challengeOn) {
534         playerOrder.push(5);
535         check();
536         five();
537         if (!win) {
538             setTimeout(function () {}, 300);
539         }
540     }
541 })
542 // event listener for f1 piano key click
543 f1.addEventListener('click', function (event) {
544     if (challengeOn) {
545         playerOrder.push(6);
546         check();
547         six();
548         if (!win) {
549             setTimeout(function () {}, 300);
550         }
551     }
552 })
553 // event listener for gb1 piano key click
554 gb1.addEventListener('click', function (event) {
555     if (challengeOn) {
556         playerOrder.push(7);
557         check();
558         seven();
559         if (!win) {
560             setTimeout(function () {}, 300);
561         }
562     }
563 })
564 // event listener for g1 piano key click
565 g1.addEventListener('click', function (event) {
566     if (challengeOn) {
567         playerOrder.push(8);
568     }
569 })
570
571
572
573
574

```

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```

575     check();
576     eight();
577     if (!win) {
578       setTimeout(function () {}, 300);
579     }
580   });
581 });
582 // event listener for ab1 piano key click
583 ab1.addEventListener('click', function (event) {
584   if (challengeOn) {
585     playerOrder.push(9);
586     check();
587     nine();
588     if (!win) {
589       setTimeout(function () {}, 300);
590     }
591   }
592 });
593 );
594 // event listener for a1 piano key click
595 a1.addEventListener('click', function (event) {
596   if (challengeOn) {
597     playerOrder.push(10);
598     check();
599     ten();
600     if (!win) {
601       setTimeout(function () {}, 300);
602     }
603   }
604 });
605 );
606 // event listener for bb1 piano key click
607 bb1.addEventListener('click', function (event) {
608   if (challengeOn) {
609     playerOrder.push(11);
610     check();
611     eleven();
612     if (!win) {
613       setTimeout(function () {}, 300);
614     }
615   }
616 });
617 );
618 // event listener for b1 piano key click
619 b1.addEventListener('click', function (event) {
620   if (challengeOn) {
621     playerOrder.push(12);
622     check();
623     twelve();
624     if (!win) {
625       setTimeout(function () {}, 300);
626     }
627   }
628 });
629 );
630 // event listener for c2 piano key click
631 c2.addEventListener('click', function (event) {
632   if (challengeOn) {
633     playerOrder.push(13);
634     check();
635     thirteen();
636     if (!win) {
637       setTimeout(function () {}, 300);
638     }
639   }
640 });
641 );
642 // event listener for db2 piano key click
643 db2.addEventListener('click', function (event) {
644   if (challengeOn) {
645     playerOrder.push(14);
646   }

```

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```

647     check();
648     fourteen();
649     if (!win) {
650         setTimeout(function () {}, 300);
651     }
652 }
653 });
654
655 // event listener for d2 piano key click
656 d2.addEventListener('click', function (event) {
657     if (challengeOn) {
658         playerOrder.push(15);
659         check();
660         fifteen();
661         if (!win) {
662             setTimeout(function () {}, 300);
663         }
664     }
665 });
666
667 // event listener for eb2 piano key click
668 eb2.addEventListener('click', function (event) {
669     if (challengeOn) {
670         playerOrder.push(16);
671         check();
672         sixteen();
673         if (!win) {
674             setTimeout(function () {}, 300);
675         }
676     }
677 });
678
679 // event listener for e2 piano key click
680 e2.addEventListener('click', function (event) {
681     if (challengeOn) {
682         playerOrder.push(17);
683         check();
684         seventeen();
685         if (!win) {
686             setTimeout(function () {}, 300);
687         }
688     }
689 });
690
691 // event listener for f2 piano key click
692 f2.addEventListener('click', function (event) {
693     if (challengeOn) {
694         playerOrder.push(18);
695         check();
696         eighteen();
697         if (!win) {
698             setTimeout(function () {}, 300);
699         }
700     }
701 });
702
703 // event listener for gb2 piano key click
704 gb2.addEventListener('click', function (event) {
705     if (challengeOn) {
706         playerOrder.push(19);
707         check();
708         nineteen();
709         if (!win) {
710             setTimeout(function () {}, 300);
711         }
712     }
713 });
714
715 // event listener for g2 piano key click
716 g2.addEventListener('click', function (event) {
717     if (challengeOn) {
718         playerOrder.push(20);

```

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```

719     check();
720     twenty();
721     if (!win) {
722       setTimeout(function () {}, 300);
723     }
724   });
725
726 // event listener for ab2 piano key click
727 ab2.addEventListener('click', function (event) {
728   if (challengeOn) {
729     playerOrder.push(21);
730     check();
731     twentyOne();
732     if (!win) {
733       setTimeout(function () {}, 300);
734     }
735   }
736 });
737
738 // event listener for a2 piano key click
739 a2.addEventListener('click', function (event) {
740   if (challengeOn) {
741     playerOrder.push(22);
742     check();
743     twentyTwo();
744     if (!win) {
745       setTimeout(function () {}, 300);
746     }
747   }
748 });
749 });
750
751 // event listener for bb2 piano key click
752 bb2.addEventListener('click', function (event) {
753   if (challengeOn) {
754     playerOrder.push(23);
755     check();
756     twentyThree();
757     if (!win) {
758       setTimeout(function () {}, 300);
759     }
760   }
761 });
762
763 // event listener for b2 piano key click
764 b2.addEventListener('click', function (event) {
765   if (challengeOn) {
766     playerOrder.push(24);
767     check();
768     twentyFour();
769     if (!win) {
770       setTimeout(function () {}, 300);
771     }
772   }
773 });
774
775 // check correct key press function
776 function check() {
777   if (playerOrder[playerOrder.length - 1] !== order[playerOrder.length - 1])
778     correct = false;
779
780   if (playerOrder.length == 5 && correct) {
781     winGame();
782     playChallenge();
783   }
784
785   if (correct == false) {
786     sound = false;
787     loseGame();
788     playChallenge();
789   }
790 }
791

```

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```

791 if (round == playerOrder.length && correct && !win) {
792     round++;
793     playerOrder = [];
794     computerTurn = true;
795     keyLights = 0;
796     roundCounter.innerHTML = round;
797     intervalId = setInterval(gameTurn, 1000);
798 }
799
800 // player wins function
801 function winGame() {
802     winColours();
803     win = true;
804     winScore++;
805     winCounter.innerHTML = winScore;
806     resultMessage.innerHTML = "Win!";
807     clearWinColours();
808 }
809
810 // player loses function
811 function loseGame() {
812     loseColours();
813     win = false;
814     loseScore++;
815     loseCounter.innerHTML = loseScore;
816     resultMessage.innerHTML = "Lose!";
817     clearLoseColours();
818 }
819
820 // player wins colours lighting up
821 function winColours() {
822     c1.classList.add('active');
823     d1.classList.add('active');
824     e1.classList.add('active');
825     f1.classList.add('active');
826     g1.classList.add('active');
827     a1.classList.add('active');
828     b1.classList.add('active');
829     c2.classList.add('active');
830     d2.classList.add('active');
831     e2.classList.add('active');
832     f2.classList.add('active');
833     g2.classList.add('active');
834     a2.classList.add('active');
835     b2.classList.add('active');
836 }
837
838 // player loses colours lighting up
839 function loseColours() {
840     db1.classList.add('active');
841     eb1.classList.add('active');
842     gb1.classList.add('active');
843     ab1.classList.add('active');
844     bb1.classList.add('active');
845     db2.classList.add('active');
846     eb2.classList.add('active');
847     gb2.classList.add('active');
848     ab2.classList.add('active');
849     bb2.classList.add('active');
850 }
851
852 // player wins colours being cleared
853 function clearWinColours() {
854     setTimeout(function () {
855         c1.classList.remove('active');
856     }, 600);
857     setTimeout(function () {
858         d1.classList.remove('active');
859     }, 600);
860     setTimeout(function () {
861         e1.classList.remove('active');
862     }

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```

863 }, 600);
864 setTimeout(function () {
865   f1.classList.remove('active');
866 }, 600);
867 setTimeout(function () {
868   g1.classList.remove('active');
869 }, 600);
870 setTimeout(function () {
871   a1.classList.remove('active');
872 }, 600);
873 setTimeout(function () {
874   b1.classList.remove('active');
875 }, 600);
876 setTimeout(function () {
877   c2.classList.remove('active');
878 }, 600);
879 setTimeout(function () {
880   d2.classList.remove('active');
881 }, 600);
882 setTimeout(function () {
883   e2.classList.remove('active');
884 }, 600);
885 setTimeout(function () {
886   f2.classList.remove('active');
887 }, 600);
888 setTimeout(function () {
889   g2.classList.remove('active');
890 }, 600);
891 setTimeout(function () {
892   a2.classList.remove('active');
893 }, 600);
894 setTimeout(function () {
895   b2.classList.remove('active');
896 }, 600);
897 }
898 // player loses colours being cleared
899 function clearLoseColours() {
900   setTimeout(function () {
901     db1.classList.remove('active');
902   }, 600);
903   setTimeout(function () {
904     eb1.classList.remove('active');
905   }, 600);
906   setTimeout(function () {
907     gb1.classList.remove('active');
908   }, 600);
909   setTimeout(function () {
910     ab1.classList.remove('active');
911   }, 600);
912   setTimeout(function () {
913     bb1.classList.remove('active');
914   }, 600);
915   setTimeout(function () {
916     db2.classList.remove('active');
917   }, 600);
918   setTimeout(function () {
919     eb2.classList.remove('active');
920   }, 600);
921   setTimeout(function () {
922     gb2.classList.remove('active');
923   }, 600);
924   setTimeout(function () {
925     ab2.classList.remove('active');
926   }, 600);
927   setTimeout(function () {
928     bb2.classList.remove('active');
929   }, 600);
930 }
931 }
932 // media queries
933
934

```

## CONFIGURE

## Metrics

There are 141 functions in this file.

Function with the largest signature take 1 arguments, while the median is 0.

Largest function has 25 statements in it, while the median is 1.

The most complex function has a cyclomatic complexity value of 25 while the median is 1.

## 82 warnings

- 13 'let' is available in ES6 (use 'esversion: 6') or Mozilla JS extensions (use moz).
- 14 'let' is available in ES6 (use 'esversion: 6') or Mozilla JS extensions (use moz).
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```

935 // 1000px and down
936 const mediaQuery1000 = window.matchMedia('(max-width: 1000px)');
937
938 if (mediaQuery1000.matches) {
939     function playChallenge() {
940         win = false;
941         order = [];
942         playerOrder = [];
943         keyLights = 0;
944         intervalId = 0;
945         round = 1;
946         roundCounter.innerHTML = 1;
947         correct = true;
948         for (let i = 0; i < 5; i++) {
949             order.push(Math.floor(Math.random() * 12) + 1);
950         }
951         computerTurn = true;
952         intervalId = setInterval(gameTurn, 1000);
953     }
954 }
955
956 // 600px and down
957 const mediaQuery600 = window.matchMedia('(max-width: 600px)');
958
959 if (mediaQuery600.matches) {
960     function playChallenge() {
961         win = false;
962         order = [];
963         playerOrder = [];
964         keyLights = 0;
965         intervalId = 0;
966         round = 1;
967         roundCounter.innerHTML = 1;
968         correct = true;
969         for (let i = 0; i < 5; i++) {
970             order.push(Math.floor(Math.random() * 5) + 1);
971         }
972         computerTurn = true;
973         intervalId = setInterval(gameTurn, 1000);
974     }
975 }

```

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