## Basket.py

```
// Update quantity on click
$\( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \( \) \
```

## Company\_faq.html

```
function openPage(pageName, elmnt, color) {
    // Hide all elements with class="tabcontent" by default */
    var i, tabcontent, tablinks;
    tabcontent = document.getElementsByClassName("tabcontent");
    for (i = 0; i < tabcontent.length; i++) {
        tabcontent[i].style.display = "none";
    }

    // Remove the background color of all tablinks/buttons
    tablinks = document.getElementsByClassName("tablink");
    for (i = 0; i < tablinks.length; i++) {
        tablinks[i].style.backgroundColor = "";
    }

    // Show the specific tab content
    document.getElementById(pageName).style.display = "block";
    // Get the element with id="defaultopen" and click on it
    document.getElementById("defaultopen").click();
    // Get the element with id="defaultopen" and click on it
    document.getElementById("defaultopen").click();
    // Get the element with id="defaultopen").click();
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    // Get the element with id="defaultopen").click();
    // Get the element with id="defaultopen").click();
}

CONFIGURE

Metrics

There is only one function in this file.

It takes 3 arguments.

This function contains 8 statements.

Cyclomatic complexity number for this function is 3.

Cyclomatic complexity number for this function is 3.

One unused variable

1 openPage

document.getElementById("defaultopen").click();
</pre>
```

## openPage variable is referenced further up on the page:

```
<button class="tablink" onclick="openPage('Returns', this)" id="defaultOpen">Returns</button>
  <button class="tablink" onclick="openPage('Order', this)">Order</button>
  <button class="tablink" onclick="openPage('Delivery', this)">Delivery</button>
  <button class="tablink" onclick="openPage('Products', this)">Products</button>
```

## quantity\_btn\_script:

#### back-to-top-button.js

```
let mybutton = document.getElementById("myBtn");

window.onscroll = function () {
    scrollFunction();
    };

function scrollFunction() {
    if (document.body.scrollTop > 20 || document.documentElement.scrollTop > 20) {
        mybutton.style.display = "block";
    } else {
        mybutton.style.display = "none";
    }

function topFunction() {
    document.body.scrollTop = 0;
    document.body.scrollTop = 0;
}

CONFIGURE

Metrics

There are 3 functions in this file.

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

Largest function has 3 statements in it, while the median is 2.

The most complex function has a cyclomatic complexity value of 3 while the median is 1.

One unused variable

15 topFunction
```

# topFunction variable is referenced on base.html:

```
<!-- Back to top button --> <button onclick="topFunction()" id="myBtn" title="Go to top" aria-label="Return to top button">Top</button>
```

## stripe\_elements.js

```
core logic/payment flow for this comes from here:
https://stripe.com/docs/payments/accept-a-payment

core logic/payment flow for this comes from here:
https://stripe.com/docs/payments/accept-a-payment

Metrics

There are 5 functions in this file.
Function with the largest signature take 1 arguments, while the median is 1.

var stripePublickey = $('#id_stripe_public_key').text().slice(1, -1);

var clientSecret = $('#id_client_secret').text().slice(1, -1);

var elements = stripe.elements();

var style = {

base: {

color: '#e00',

fontFamily: 'Helvetica Neue', Helvetica, sans-serif',

fontSize: '16px',

'::placeholder': {

color: '#abab7c4'

},

ivalidit {

color: '#dc3545',

iconColor: '#dc3545',

iconCo
```

stripe variable connected to Stripe payments functionality.

## update-qty.js