```
$(document).ready(function(){
 2
           $("#rules").modal('show');
 3
4
5
        const card = document.getElementById("card");
        const status = document.getElementById("status");
 8
        let walletAmount = 1000;
        let betAmount = 0;
10
11
        let winCount = 0:
12
        let lossCount = 1;
13
14
        let cardsArray = [];
15
        let newCardNumber,newSuit,newCard;
16
17
        if(!(localStorage.getItem("highScore"))){
18
           localStorage.setItem("highScore", 0);
19
          else {
20
21
22
        function fillCardsArray() {
        cardsArray[0]= "2C";
cardsArray[1]= "2D";
24
25
        cardsArray[2]= "2H";
cardsArray[3]= "2S";
26
27
        cardsArray[5]= 25,
cardsArray[4]= "3C";
cardsArray[5]= "3D";
cardsArray[6]= "3H";
28
29
30
        cardsArray[7]= "3S";
31
        cardsArray[8]= "4C"
32
33
        cardsArray[9]= "4D"
34
        cardsArray[10]= "4H"
35
36
        cardsArray[11]= "4S"
        cardsArray[12]= "5C'
        cardsArray[13]= "5D";
        cardsArray[14]= "5H";
cardsArray[15]= "5S";
38
39
        cardsArray[16]= "6C";
41
        cardsArray[17]= "6D";
        cardsArray[18]= "6H";
42
43
44
        cardsArray[19]= "6S";
        cardsArray[20]= "7C";
cardsArray[21]= "7D";
cardsArray[22]= "7H";
45
46
47
        cardsArray[23]= "75"
48
        cardsArray[24]= "8C";
        cardsArray[25]= "8D";
49
50
        cardsArray[26]= "8H";
        cardsArray[27]= "85";
        cardsArray[28]= "9C"
cardsArray[29]= "9D"
52
53
54
        cardsArray[30]= "9H";
        cardsArray[31]= "9S";
55
56
        cardsArray[31]= "33",
cardsArray[32]= "10C";
cardsArray[33]= "10D";
57
58
59
        cardsArray[34]= "10H"
cardsArray[35]= "10S"
60
        cardsArray[36]= "JC";
        cardsArray[37]= "JD";
cardsArray[38]= "JH";
cardsArray[39]= "JS";
61
62
63
64
        cardsArray[40]= "QC";
65
        cardsArray[41]= "QD";
        cardsArray[42]= "QH";
66
67
        cardsArray[43]= "QS";
        cardsArray[44]= "KC"
68
        cardsArray[45]= "KD"
69
70
        cardsArray[46]= "KH";
71
        cardsArray[47]= "KS";
72
73
        cardsArray[48]= "AC"
        cardsArray[49]= "AD";
74
75
76
77
        cardsArray[50] = "AH";
        cardsArray[51]= "AS";
78
        fillCardsArray();
79
80
        function loadCards() {
  randomCard = Math.floor(Math.random() * 13 + 2);
           randomSuit = Math.floor(Math.random() * 4 + 1);
81
82
           randomCardNumber = randomCard;
           switch (randomCard) {
83
84
             case 14:
85
                randomCard = "A";
86
               break;
87
             case 13:
                randomCard = "K";
88
                break;
90
             case 12:
                randomCard = "0":
91
                break;
             case 11:
```

CONFIGURE

Metrics

There are 14 functions in this file.

(https://github.com/ishint/j Function with the largest signature take 1 arguments, while the median is 0.

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Six undefined variables

- 1 \$
- 2 \$
- 130
- 134 \$
- 135 \$
- 136
- 80 randomCard
- randomCard
- 83 randomCard
- 85 randomCard
- randomCard 88
- 91 randomCard
- randomCard
- 115 randomCard
- 117 randomCard 215 randomCard
- randomSuit
- randomSuit
- 101 randomSuit

```
randomCard = "J";
               break;
96
97
             default:
               break:
98
99
          switch (randomSuit) {
             case 1:
100
               randomSuit = "C";
101
               break;
103
             case 2:
               randomSuit = "D":
104
105
               break;
106
               randomSuit = "S";
107
108
               break;
109
             case 4:
110
               randomSuit = "H";
111
               break:
112
113
114
          card.style.backgroundImage = "url(assets/img/cards/" + randomCard + randomSuit + ".png";
115
117
          let index = cardsArray.indexOf(randomCard + randomSuit);
118
          if (index > -1) {
             cardsArray.splice(index, 1);
119
120
          console.log(cardsArray);
121
122
123
124
        function nCard() {
125
126
          if(cardsArray.length > 1){
127
128
          console.log(cardsArray.length);
129
             $(".buttons").replaceWith("<a href='index.html'><i class='fas fa-sync-alt'></i></a>");
130
             if(localStorage.getItem("highScore") < document.getElementById("cash").innerHTML){
  localStorage["highScore"] = document.getElementById("cash").innerHTML;</pre>
131
132
133
             $(".bet-amount").replaceWith("High Score: f" + localStorage.getItem("highScore"));
$(".next-card").css('visibility', 'hidden');
$("#status").html("Game Over");
134
135
136
137
             return -1;
138
139
140
          console.log(cardsArray);
          while(cardsArray.length > 1){
  newCard = Math.floor(Math.random() * 13 + 2);
  newSuit = Math.floor(Math.random() * 4 + 1);
141
142
143
             newCardNumber = newCard;
144
             switch (newCard) {
145
146
             case 14:
147
               newCard = "A";
148
               break;
149
             case 13:
150
               newCard = "K";
151
               break;
152
             case 12:
               newCard = "0";
153
154
               break;
155
             case 11:
               newCard = "J":
156
157
               break;
158
             default
159
               break;
160
             switch (newSuit) {
161
162
             case 1:
               newSuit = "C":
163
164
               break;
165
             case 2:
166
               newSuit = "D";
167
               break;
168
             case 3:
               newSuit = "S";
169
170
               break;
171
             case 4:
               newSuit = "H";
172
173
               break;
174
             default:
175
               break;
176
          if(cardsArray.includes(newCard+newSuit)){
  let index = cardsArray.indexOf(newCard + newSuit);
177
179
             if (index > -1) {
               cardsArray.splice(index, 1);
180
181
             break;
183
184
185
          if (option == "h" && newCardNumber > randomCardNumber) {
   status.innerHTML = "YOU WIN!";
186
187
188
             document.getElementById("last-bet").innerHTML = betAmount;
```

CONFIGURE

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91

- 80 randomCard
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- 83 randomCard
- 85 randomCard
- 88 randomCard
- randomCard randomCard
- 115 randomCard
- 117 randomCard
- 215 randomCard
- randomSuit
- randomSuit 101 randomSuit

```
189
                               updateResult("win");
190
                               winCount++;
                         191
192
193
194
195
                               updateResult("win");
196
                               winCount++;
197
                               clear();
                         } else if (newCardNumber == randomCardNumber) {
  status.innerHTML = "DRAW";
  document.getElementById("last-bet").innerHTML = betAmount;
198
199
200
                               updateResult("draw");
201
202
                               clear();
203
                         } else {
                               status.innerHTML = "YOU LOST!";
                               document.getElementById("last-bet").innerHTML = betAmount;
205
206
                               updateResult("lose");
                               lossCount++;
207
208
                               clear();
209
210
211
                         function clear() {
212
213
                         console.log(newCard,newSuit);
214
                               card.style.backgroundImage = "url(assets/img/cards/" + newCard + newSuit + ".png";
215
                                randomCard = newCard;
216
                               randomSuit = newSuit;
217
                               randomCardNumber = newCardNumber;
218
219
220
                            function updateResult(key){
                               if(key == "win"){
  walletAmount = walletAmount + betAmount;
221
222
223
                                     betAmount = 0;
224
225
                               else if(key == "draw"){
226
                                    betAmount = 0;
227
228
                               else if(key == "lose"){
229
                                     walletAmount = walletAmount - betAmount;
                                    betAmount = 0:
230
231
                               document.getElementById("cash").innerHTML = walletAmount;
232
233
                               document.getElementById("bet").innerHTML = betAmount;
234
235
                   }
236
237
                   function hiOption() {
238
                         option = "h";
239
                         nCard();
240
241
                    function loOption() {
242
                         option = "l";
243
                         nCard();
244
245
                    function playSound(){
246
                         let sound = new Audio("assets/sound/deal.mp3");
247
                         sound.play();
248
249
250
                    function updateBet(bet){
                         if(walletAmount >= betAmount + bet && 1001 > betAmount + bet){
251
252
                               betAmount = betAmount + bet;
253
                               document.getElementById("bet").innerHTML = betAmount;
254
255
                         else{
                               swal("ERROR!", "The maximum bet is £1000!", "error");
256
257
258
                  }
259
260
                   \label{localization} document.getElementsByClassName("repeat-bet")[0].addEventListener("click",function()\{0\}). The substitution of the property of the prope
261
                         updateBet(parseInt(document.getElementById("last-bet").innerHTML));
262
263
264
                   document.getElementsByClassName("bet-twenty")[0].addEventListener("click",function(){
265
                         updateBet(20);
266
267
268
                   \label{lem:commutation} document.getElementsByClassName("bet-fifty") [\emptyset].addEventListener("click",function() \{argument = argument 
269
                         updateBet(50);
270
271
272
                   document.getElementsBvClassName("bet-hundred")[0].addEventListener("click".function(){
273
                         updateBet(100);
274
                   });
                   4
```

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