**Memory game.html 3**

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8" />

<title>Memory Game!</title>

<link rel="stylesheet" href="style.css" />

</head>

<body>

<h1>Memory Game!</h1>

<div id="game">

</div>

<script src="script.js"></script>

</body>

</html>

**Memory game.css 3**

#game div {

border: 1px solid black;

width: 15%;

height: 200px;

margin: 10px;

display: inline-block;

}

**Memory game.js 3**

const gameContainer = document.getElementById("game");

let card1 = null;

let card2 = null;

let cardsFlipped = 0;

let noClicking = false;

const COLORS = [

"red",

"blue",

"green",

"orange",

"purple",

"red",

"blue",

"green",

"orange",

"purple"

];

function shuffle(array) {

let counter = array.length;

// While there are elements in the array

while (counter > 0) {

// Pick a random index

let index = Math.floor(Math.random() \* counter);

// Decrease counter by 1

counter--;

// And swap the last element with it

let temp = array[counter];

array[counter] = array[index];

array[index] = temp;

}

return array;

}

let shuffledColors = shuffle(COLORS);

// this function loops over the array of colors

// it creates a new div and gives it a class with the value of the color

// it also adds an event listener for a click for each card

function createDivsForColors(colorArray) {

for (let color of colorArray) {

const newDiv = document.createElement("div");

newDiv.classList.add(color);

newDiv.addEventListener("click", handleCardClick);

gameContainer.append(newDiv);

}

}

function handleCardClick(e) {

if (noClicking) return;

if (e.target.classList.contains("flipped")) return;

let currentCard = e.target;

currentCard.style.backgroundColor = currentCard.classList[0];

if (!card1 || !card2) {

currentCard.classList.add("flipped");

card1 = card1 || currentCard;

card2 = currentCard === card1 ? null : currentCard;

}

if (card1 && card2) {

noClicking = true;

// debugger

let gif1 = card1.className;

let gif2 = card2.className;

if (gif1 === gif2) {

cardsFlipped += 2;

card1.removeEventListener("click", handleCardClick);

card2.removeEventListener("click", handleCardClick);

card1 = null;

card2 = null;

noClicking = false;

} else {

setTimeout(function() {

card1.style.backgroundColor = "";

card2.style.backgroundColor = "";

card1.classList.remove("flipped");

card2.classList.remove("flipped");

card1 = null;

card2 = null;

noClicking = false;

}, 1000);

}

}

if (cardsFlipped === COLORS.length) alert("game over!");

}

createDivsForColors(shuffledColors);