Assignment 1

We will create a simplistic three cards game to be played between the computer and the player.

Refer to **assignment.html** and **index.js** that comes with this assignment:

"Deal" button:
- hide/remove the all previously displayed message by using the **resetDisplay**() function
- initialize the deck of cards by using the **initCards**() function
- shuffle the cards by using the **shuffle**() function given below
- give 3 cards to the computer by using the **drawCards**() function. repeat the process for the player
- display message to players that cards are dealt

"Show" button:
- hide/remove the all previously displayed message by using the **resetDisplay**() function
- display the cards and total points for each player using the **showCards**() function
- display the name of the winner and the points of each player using the **showResult**() function
- increment the number of wins for the winner. Note the number of win will only be increase only if the win is not accounted for, i.e. pressing the "Show" button more than once will not increase the number of win more than once.

"Score" button:
- hide/remove the all previously displayed message by using the **resetDisplay**() function
- Display the number of wins for each player

The **shuffle**() function is already implemented for you in **index.js**. However, you need to implement these functions in **index.js** in order to achieve the behaviours for the 3 buttons:

- **initCards**() that returns an array of 52 card objects. Each card object has 2 properties: suit and weight. The possible suits are "Spades", "Hearts", "Diamonds" and "Clubs". The possible weights are number from 2 to 14.

- **drawCards**() that will draw 3 cards from the top of the deck and returns these 3 cards as an array. Note that each card that is drawn should be removed from the deck.

- **showCards**() that will display the cards held by each player. Both the suit and weight of each should be displayed.

- **showResult**() that display the total points of the each player and name of the winner (the player with the higher points)

- **resetDisplay**() that remove or hide all previously displayed messages on the page

Important Notes:
There is no inline javascript permitted in assignment.html so you will need to associate the onclick property of the 3 buttons with the necessary functions upon loading of the webpage.