



When images were made in a loop, event listeners were added:

```
class MatchGame {
  constructor(elem, array) {
    this.app = document.getElementById(elem)
    this.array = array
    // we need doubles of each item
    this.array2x = [...array, ...array]
    this.choices = [] // to compare the 2 choices
  }

  initGame() { // runs when user clicks PLAY button

    // loop through array x2 passed into constructor
    for(let i = 0; i < array2x.length; i++) {

      let gamePic = new Image();
      gamePic.src = 'images/final/200x200' + array2x[i]
+ '.jpg'
      gamePic.id = i // to check if pics are pairs
      gamePic.name = array2x[i]
      gamePic.addEventListener('click',
```

```

this.showPic.bind(this)) // all pics call showPic meth
    this.app.appendChild(gamePic) // output a pic
    setTimeout(() => {

        // this code runs after a 6 second delay
        // loop through all images and hide them
        for(let i = 0; i < arry2x.length; i++) {
            this.app.children[i].src = 'images/gray.jpg'
        }

    }, 6000)

} // initGame()

showPic() { // runs when user clicks a pic
    // the real image replaces the gray box
    event.target.src = 'images/final/200x200' +
event.target.name + '.jpg'
    // push the pic into the choices array
    this.choices.push(event.target)
    // after every 2 choices, compare them:
    // if the names match, so far so good: cat == cat
    if(choices[0].name == choices[1].name) {
        // but if the id's don't match, not cheating!!
        if(choices[0].id != choices[1].id) { // 8 != 23
            this.msg.innerHTML = "You made a Match!"
        } else {
            this.msg.innerHTML = "Huh?! That\'s the SAME
pic!!!"

            // hide the bum choices again
            this.choices[0].src = 'images/gray.jpg'
        }
    } else { // names of the 2 choices do not match
        this.msg.innerHTML = "Choices don\'t match!"
        // hide the bum choices again
        this.choices[0].src = 'images/gray.jpg'
    }
}

```

```
    }  
  
} // close constructor()  
} // close MatchGame Class
```

Each image calls the **showPic()** function when clicked.  
In the above, assume player **clicked** eagle then **truck**