*let* computerCards =[]

*let* computerSum  = 0

*let* compSum = document.getElementById("computer-sum")

*let* compCards = document.getElementById("computer-cards")

*function* computerGame(){

*let*   computerCard1 = getRandomCard()

*let*  computerCard2 = getRandomCard()

    computerCards =[computerCard1,computerCard2]

  computerSum = computerCard1 + computerCard2

   computerGameRender()

}

*function* computerGameRender(){

    compCards.textContent = "CARDS:"

    for (*let* i = 0; i<computerCards.length; i++ ){

        compCards.textContent +=   computerCards[i] + ","

    }

    // this is for the array

compSum.innerHTML = 'SUM:' + computerSum

if (computerSum <= 20){

    computerHasBlackJack = false

    isComputerAlive = true

}

else if(computerSum === 21){

    computerHasBlackJack = true

    isComputerAlive = true

    winnerEl.textContent = "YOU LOST!!!!!!!!!!!!!!!!!!!"

}

else {

    computerHasBlackJack = false

    isComputerAlive = false

    draw()

    winner()

}

}

*function* computerNew(){

    if(isComputerAlive === true && computerHasBlackJack ===false){

*let* compNewCard = getRandomCard()

    computerSum += compNewCard

    computerCards.push(compNewCard)

    computerGameRender()

}

}

*function* winner(){

        winnerEl.textContent = "YOU WON !!!!!!!!!!!!!!!"

    }

*function* draw(){

        if(computerSum > 21 && sum > 21){

            winnerEl.textContent = "DRAW, PLAY AGAIN"

        }

    }

*function* hold(){

computerNew()

}