*let* cards = []

*let* sum = 0

*let* hasBlackJack =false

*let* isAlive = true

*let* computerHasBlackJack = false

*let* isComputerAlive = false

*let* message = ""

*let* winnerEl = document.getElementById("winner-el")

*let* messageEL = document.getElementById("display")

*let* sumEl = document.getElementById("sum-el")

*let* card = document.getElementById("cards")

*let* screen = document.getElementById("compD")

*let* playerMoney = document.getElementById("player-money")

*let* money = 1000

*let* yourStake = document.getElementById("your-stake")

*let* computerStake = document.getElementById("computer-stake")

*let* totalWin = document.getElementById("total-win")

*let* playerr = {

 namee : "player",

 price : 890

}

playerMoney.innerHTML += "$" + money

*function* getRandomCard(){

*let* omo = Math.floor(Math.random() \* 13) + 1

    if(omo > 10){

        return 10

    }

else if(omo === 11){

    return 11

}

else{

    return omo

}

}

*function* startGame(){

    isAlive = true

    winnerEl.textContent = "GAME ON "

firstCard = getRandomCard()

secondCard = getRandomCard()

cards = [firstCard,secondCard]

sum = firstCard + secondCard

    renderGame()

setTimeout(firstDisplay,3000)

    time()

}

*function* time(){

    setTimeout(computerGame,3000)

    screen.innerHTML = "computer is playing"

}

*function* firstDisplay(){

    screen.innerHTML = "your turn"

}

*function* renderGame(){

    card.textContent = "CARDS:"

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

        card.textContent +=   cards[i] + ","

    // this is for the array

    }

        sumEl.textContent = "sum:" + sum

if (sum <= 20){

    message ="do you want a new card"

    hasBlackJack = false

    isAlive = true

}

else if(sum === 21){

    message = "you've got black jack"

    hasBlackJack = true

    isAlive = true

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

}

else {

    message = "you are out of the game"

    hasBlackJack = false

    isAlive = false

   // winner()

}

messageEL.textContent = message

}

*function* newCard(){

    if( isAlive === true && hasBlackJack === false){

*let* NEW = getRandomCard()

   sum += NEW

   cards.push(NEW)

   renderGame()

setTimeout(computerNew,2000)

setTimeout(firstDisplay,2000)

   //computerNew()

    }

    }

    // computer Game code is here

*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()

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

        hasBlackJack = true

    }

    }

*function* computerNew(){

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

*let* compNewCard = getRandomCard()

        computerSum += compNewCard

        computerCards.push(compNewCard)

        computerGameRender()

    }

    }

  /\*  function winner(){

        if (computerSum < 22 && sum > 21 || computerSum > 21 && sum < 22 ){

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

        }

    }\*/

*function* draw(){

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

                winnerEl.textContent = "DRAW, PLAY AGAIN"

            }

        }

*function* hold(){

    computerNew()

    }

    //STAKE CODE

*function* send(){

*let* yourstake = document.getElementById("stake").value

       money = money - yourstake

*let* first = Math.floor((Math.random() \* yourstake) + 1 )

*let* total = yourstake + first

       alert(total)

       computerStake.innerHTML += first

        yourStake.innerHTML ="YOUR-STAKE : $" + yourstake

            playerMoney.innerHTML = "MONEY:$" + money

            alert(total)

       // totalWin.innerHTML = total

    }

//yourstake = 0