

JsHint Results for **brandcarousel.js** – this is a config file I created using the documentation from the tiny slider project.

@ <https://github.com/ganlanyuan/tiny-slider> */

```
1  /* settings for tiny slider, docs @ https://github.com/ganlanyuan/tiny-slider */
2  tns({
3      container: '.slider',
4      mode: 'carousel', // or 'gallery'
5      axis: 'horizontal', // or 'vertical'
6      items: 5,
7      gutter: 0,
8      edgePadding: 0,
9      fixedWidth: false,
10     slideBy: 1,
11     controls: false,
12     controlsText: ['prev', 'next'],
13     controlsContainer: false,
14     nav: false,
15     navContainer: false,
16     navAsThumbnails: false,
17     arrowKeys: false,
18     speed: 300,
19     autoplay: true,
20     autoplayTimeout: 3000,
21     autoplayDirection: 'forward',
22     autoplayText: ['start', 'stop'],
23     autoplayHoverPause: true,
24     autoplayButton: false,
25     autoplayButtonOutput: false,
26     autoplayResetOnVisibility: true,
27     loop: true,
28     rewind: false,
29     autoHeight: false,
30     responsive: false,
31     lazyload: true,
32     touch: false,
33     mouseDrag: false,
34     swipeAngle: 15,
35     nested: false,
36     freezable: true,
37     onInit: false,
38     preventScrollOnTouch: 'auto'
39 });
```

CONFIGURE

One undefined variable

2 tns

JsHint Results for **quantityProdcutDetails.js** I wrote, the variables increment and decrement are only used if called.

```
1
2  function increment(){
3      var bagvalue = $('.form-quantity').val();
4      bagvalue = Number(bagvalue);
5      if (bagvalue === 10){
6          bagvalue = 10;
7          document.getElementById('quantity-message').innerHTML="Hi items are limited to 10 /
8      }else{
9          bagvalue = bagvalue + 1;
10         document.getElementById('quantity-message').innerHTML="";
11     }
12     document.getElementsByClassName('form-quantity')[0].value = bagvalue;
13 }
14
15
16 function decrement(){
17     var bagvalue = $('.form-quantity').val();
18     bagvalue = Number(bagvalue);
19     if (bagvalue === 1) {
20         bagvalue = 1;
21         document.getElementById('quantity-message').innerHTML="Hi the minimum order is 1!";
22     }else{
23         bagvalue = bagvalue - 1;
24         document.getElementById('quantity-message').innerHTML="";
25     }
26     document.getElementsByClassName('form-quantity')[0].value = bagvalue;
27 }
```

CONFIGURE

Metrics

There are 2 functions in this file.

Function with the largest signature take 0 arguments, while the median is 0.

Largest function has 8 statements in it, while the median is 8.

The most complex function has a cyclomatic complexity value of 2 while the median is 2.

One undefined variable

3 \$

17 \$

Two unused variables

2 increment

16 decrement

JsHint Results for **quantityshoppingbag.js** similar script to the above except it goes about updating the quantity in a slightly different way to deal with duplicate ids on the same page.

```

1 // Script to increment and decrement the quantity value in the products details
2 // 'add to bag' input box hard min and max set to 1 and 10 respectively + max and min messag
3
4 $(document).ready(function(){
5     $(".increment-value").click(function() {
6         var dataId = $(this).attr("id");
7         var thenum = dataId.replace( /\D+/g, '');
8         var inputFieldValue = document.getElementById('id_qty_'+thenum).value;
9         inputFieldValue = Number(inputFieldValue);
10        if (inputFieldValue === 10){
11            inputFieldValue = 10;
12            document.getElementById('error_id_'+thenum).innerHTML="Hi items are limited to
13        }else{
14            inputFieldValue++;
15            document.getElementById('error_id_'+thenum).innerHTML="";
16        }
17        document.getElementById('id_qty_'+thenum).value = inputFieldValue;
18    });
19 });
20
21 $(document).ready(function(){
22     $(".decrement-value").click(function() {
23         var dataId = $(this).attr("id");
24         var thenum = dataId.replace( /\D+/g, '');
25         var inputFieldValue = document.getElementById('id_qty_'+thenum).value;
26         inputFieldValue = Number(inputFieldValue);
27         if (inputFieldValue === 1 ){
28             inputFieldValue = 1;
29             document.getElementById('error_id_'+thenum).innerHTML="Hi the minimum order is
30         }else{
31             inputFieldValue--;
32             document.getElementById('error_id_'+thenum).innerHTML="";
33         }
34         document.getElementById('id_qty_'+thenum).value = inputFieldValue;
35     });
36 });

```

CONFIGURE

Metrics

There are 4 functions in this file.

Function with the largest signature take 0 arguments, while the median is 0.

Largest function has 10 statements in it, while the median is 5.5.

The most complex function has a cyclomatic complexity value of 2 while the median is 1.5.

One undefined variable

4 \$

5 \$

6 \$

21 \$

22 \$

23 \$

JsHint Results for **rating.js** I wrote, this updates the star ratings on each product, the warnings are for Es6 availability only.

```

1 tar rating from the product page in 0.5 steps then renders out the correct number of stars.
2 appens to be outside the range it will display 5 empty stars + the contents of 'norating'.
3 [0.5, 1, 1.5, 2, 2.5, 3, 3.5, 4, 4.5, 5];
4 <i class='fas fa-star star-color-effect'></i>", "<i class='fas fa-star-half-alt st
5 p>Not Yet Rated</p>";
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```

CONFIGURE

Metrics

There is only one function in this file.

It takes no arguments.

This function contains 15 statements.

Cyclomatic complexity number for this function is 6.

Six warnings

10 'spread operator' is only available in ES6 (use 'esversion: 6').

19 'template literal syntax' is only available in ES6 (use 'esversion: 6').

22 'template literal syntax' is only available in ES6 (use 'esversion: 6').

25 'template literal syntax' is only available in ES6 (use 'esversion: 6').

28 'template literal syntax' is only available in ES6 (use 'esversion: 6').

30 'template literal syntax' is only available in ES6 (use 'esversion: 6').

end