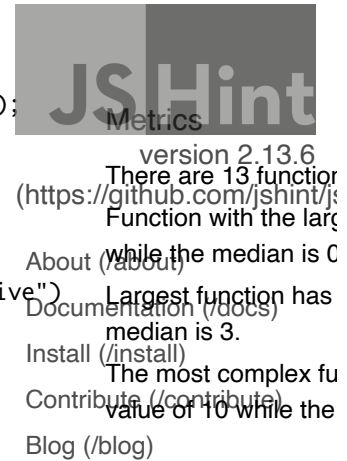


35 warnings	
2	'const' is available in Mozilla JS extensions (enable 'esversion: 6').
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43	'const' is available in Mozilla JS extensions (enable 'esversion: 6').
44	'spread operator' is not available in Mozilla JS extensions (enable 'esversion: 6').
45	'template literal' is not available in Mozilla JS extensions (enable 'esversion: 6').

```

71     }
72
73   } else { // Check Character if correct or incorrect
74     const isCorrect = characters[charIndex].innerText === typedChar;
75     characters[charIndex].classList.add(isCorrect ? "correct" : "incorrect");
76     if (!isCorrect) mistakes++;
77     charIndex++;
78   }
79
80   //Update activated character
81   characters.forEach(span => span.classList.remove("active"));
82   if (charIndex < characters.length) characters[charIndex].classList.add("active");
83
84   updateStats();
85 }
86 // Timer function
87 function startTimer() {
88   isTyping = true;
89   timer = setInterval(() => {
90     if (--timeLeft >= 0) {
91       timeTag.innerText = timeLeft;
92       updateStats(); // Update WPM during countdown
93     } else {
94       clearInterval(timer); // Stopping the timer
95       finishGame();
96     }
97   }, 1000);
98 }
99
100 // Update WPM, CPM, and mistakes
101 function updateStats() {
102   const wpm = Math.max(Math.round(((charIndex - mistakes) / 5) / ((maxTime - timeLeft) / 60)), 0);
103   wpmTag.innerText = wpm;
104   cpmTag.innerText = charIndex - mistakes;
105   mistakeTag.innerText = mistakes;
106 }
107
108 // Reset the game
109 function resetGame() {
110   clearInterval(timer);
111   [timeLeft, charIndex, mistakes, isTyping] = [maxTime, 0, 0, false];
112   inpField.value = "";
113   [timeTag, wpmTag, mistakeTag, cpmTag].forEach(tag => tag.innerText = 0);
114   loadParagraph();
115 }
116
117 // End the game
118 function finishGame() {
119   clearInterval(timer);
120   inpField.value = ""; const wpm = Math.max(Math.round(((charIndex - mistakes) / 5) / ((maxTime - timeLeft) / 60)), 0);
121   typingText.innerHTML = `
122     <p style="text-align: center; font-size: 1.5rem; font-weight: bold; color: #ff0000;">Game Over!</p>
123     <p style="text-align: center; font-size: 1.5rem; color: #00FF00;">Your WPM is: ${wpm}</p>
124   `;
125 }
126
127 // Starting/initializing the game
128 loadParagraph();
129 inpField.addEventListener("input", handleTyping);
130 tryAgainBtn.addEventListener("click", resetGame);
131
132 // Keydown sound effect
133 const sound = new Audio('assets/audio/keydown.wav');
134 let soundEnabled = true;
135
136 // Eventlistener for keydown sound effect
137 document.addEventListener('keydown', () => {
138   if (soundEnabled) {
139     sound.currentTime = 0;
140     sound.play();
141   }
142 });

```



## 35 warnings

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- 45 'template literal' is not available in 'esversion: 6'.

```
143
144 const toggleButton = document.getElementById('toggle-sound');
145 toggleButton.addEventListener('click', () => {
146     soundEnabled = !soundEnabled;
147     toggleButton.textContent = soundEnabled ? 'Keyboard Sound ON' : 'Keyboard Sound (
148 });
```



Metrics

version 2.13.6

There are 13 function  
(<https://github.com/jshint/jshint/>)  
Function with the larg

while the median is 0  
About (/about)

Largest function has  
Documentation (/docs)  
median is 3.

Install (/install)  
The most complex fu

Contribute (/contribute)  
value of 10 while the

Blog (/blog)

### 35 warnings

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