let blackjackgame = {

    'you': {'scoreSpan': '#your-blackjack-result', 'div':'#your-box', 'score':0},

    'dealer':{'scoreSpan': '#dealer-blackjack-result', 'div':'#dealer-box','score':0},

    'cards':['2', '3', '4', '5', '6', '7', '8', '9', '10', 'K', 'j', 'Q', 'A'],

    'cardsmap':{'2':2, '3':3, '4':4, '5':5, '6':6, '7':7, '8':8, '9':9, '10':10, 'K':10, 'j':10, 'Q':10, 'A':[1,11]},

    'wins' :0,

    'losses' :0,

    'draws': 0,

    'isStand':false,

    'turnsOver': false,

}

const YOU = blackjackgame['you']

const DEALER = blackjackgame['dealer']

const hitSound = new Audio('assets/sounds/swish.m4a');

const winSound = new Audio('assets/sounds/cash.mp3');

const lossSound = new Audio('assets/sounds/aww.mp3');

document.querySelector('#blackjack-hit-btn').addEventListener('click', blackjackHit);

document.querySelector('#blackjack-deal-btn').addEventListener('click', blackjackDeal);

document.querySelector('#blackjack-stand-btn').addEventListener('click', dealerLogic);

function blackjackHit() {

    if(blackjackgame['isStand']===false){

        let card = randomCard();

        console.log(card);

        showcard(card,YOU);

        updateScore(card,YOU);

        showScore(YOU);

        console.log(YOU['score']);

    }

}

function showcard(card,activePlayer){

   if(activePlayer['score'] <= 21){

    let cardImage = document.createElement('img');

     cardImage.src =`assets/images/${card}.png`;

     document.querySelector(activePlayer['div']).appendChild(cardImage);

    hitSound.play();

   }

}

function blackjackDeal(){

    //  showResult(computewinner());

    if (blackjackgame['turnsOver']===true){

    blackjackgame['isStand']=false;

    let yourImages = document.querySelector('#your-box').querySelectorAll('img');

    for(i=0; i<yourImages.length; i++){

        yourImages[i].remove();

    }

    let dealerImages = document.querySelector('#dealer-box').querySelectorAll('img');

    for(i=0; i<dealerImages.length; i++){

        dealerImages[i].remove();

    }

    YOU['score']= 0;

    DEALER['score']= 0;

    document.querySelector('#your-blackjack-result').textContent = 0;

    document.querySelector('#dealer-blackjack-result').textContent = 0;

    document.querySelector('#your-blackjack-result').style.color = '#ffffff';

    document.querySelector('#dealer-blackjack-result').style.color = '#ffffff';

    document.querySelector('#blackjack-result').textContent = "Let's Play";

    document.querySelector('#blackjack-result').style.color = 'black';

    blackjackgame['turnsOver']=true;

    }

}

function randomCard() {

    let randomIndex = Math.floor(Math.random()\*13);

    return blackjackgame['cards'][randomIndex];

}

function updateScore(card,activePlayer){

    //if adding 11 keeps me below 21, add 11. Otherwise ,add 1

    if(card==='A'){

        if(activePlayer['score']+ blackjackgame['cardsmap'][card][1] <= 21){

            activePlayer['score']+= blackjackgame['cardsmap'][card][1];

        }

        else{

            activePlayer['score']+= blackjackgame['cardsmap'][card][0];

          }

    }

    else{

    activePlayer['score']+= blackjackgame['cardsmap'][card];

    }

}

function showScore(activePlayer){

    if(activePlayer['score']> 21){

        document.querySelector(activePlayer['scoreSpan']).textContent = 'BUST!';

        document.querySelector(activePlayer['scoreSpan']).style.color ='red';

    }

    else{

    document.querySelector(activePlayer['scoreSpan']).textContent = activePlayer['score'];

    }

}

function sleep(ms){

    return new Promise(resolve => setTimeout(resolve, ms));

}

async function dealerLogic(){

    blackjackgame['isStand']= true;

    while(DEALER['score']<16 && blackjackgame['isStand']===true){

        let card= randomCard();

        showcard(card, DEALER);

        updateScore(card, DEALER);

        showScore(DEALER);

        await sleep(1000);

    }

        blackjackgame['turnsOver']= true;

        let winner = computewinner()

        showResult(winner);

}

//compute winner and return who just won

function computewinner(){

    let winner;

    if(YOU['score']<=21){

        if(YOU['score'] > DEALER['score'] || (DEALER['score']> 21)){

            blackjackgame['wins']++;

            winner = YOU;

        }else if(YOU['score'] < DEALER['score']){

            blackjackgame['losses']++;

            winner = DEALER;

        }else if(YOU['score']=== DEALER['score']){

            blackjackgame['draws']++;

        }

// condition: when user busts but dealer doesn't

    }else if(YOU['score']> 1 && DEALER['score']<=21){

        blackjackgame['losses']++;

        winner = DEALER;

// condition: when you and dealer are busts

    }else if(YOU['score']>21 && DEALER['score']>21){

        blackjackgame['draws']++;

    }

    console.log('Winner is',winner);

    return winner;

}

function showResult(winner){

    let message, messageColor ;

    if(blackjackgame['turnsOver']=== true){

    if(winner=== YOU){

        document.querySelector('#wins').textContent= blackjackgame['wins'];

        message='You Won';

        messageColor='green';

        winSound.play();

    }

    else if(winner === DEALER){

        document.querySelector('#losses').textContent= blackjackgame['losses'];

        message='You Lost';

        messageColor='red';

        lossSound.play();

    }

    else{

        document.querySelector('#draws').textContent= blackjackgame['draws'];

        message='You Derw';

        messageColor='black';

    }

    document.querySelector('#blackjack-result').textContent = message;

    document.querySelector('#blackjack-result').style.color = messageColor;

    }

}