



CONFIGURE
JSHint
Metrics

version 2.13.6
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(https://github.com/jshint/jshint)
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```

1  /* jshint esversion: 6 */
2
3  const imageContainer = document.getElementById('imageContainer'); // Stores all 26 images
4  const resetButton = document.getElementById('resetButton'); // Game Resets when clicked
5  const timerElement = document.getElementById('timer'); // Display timer
6  const bestTimeElement = document.getElementById('bestTime'); // Display best time
7
8  let shuffledImages;
9  let currentIndex = 0; // Current Image index is registered
10 let timer;
11 let seconds = 0; // Display 0seconds on screen
12
13 function startGame() {
14   // Check if the game is already in progress
15   if (currentIndex > 0) {
16     alert('Game Over! You clicked the images out of order. To start again, click Reset Game');
17     return;
18   }
19
20   // Reset the game state
21   resetGame();
22
23   // Enable the reset button
24   resetButton.disabled = false;
25
26   // Set timer to 0
27   seconds = 0;
28
29   // Shuffle the images
30   shuffledImages = generateAlphabetImages();
31
32   // Display the shuffled images
33   displayImages();
34
35   // Start the timer
36   timer = setInterval(updateTimer, 1000);
37 }
38
39 function resetGame() {
40   // Reset the game state
41   currentIndex = 0;
42
43   // Set timer to 0
44   seconds = 0;
45
46   // Clear the timer
47   clearInterval(timer);
48
49   // Disable the reset button
50   resetButton.disabled = true;
51
52   // Remove existing images
53   imageContainer.innerHTML = '';
54
55   // Update the timer display immediately
56   timerElement.textContent = 'Timer: 0 second(s)';
57 }
58
59 function displayImages() {
60   // Display the shuffled images
61   for (const imageUrl of shuffledImages) {
62     const imgElement = document.createElement('img');
63     imgElement.src = imageUrl;
64     imgElement.alt = 'Image';
65     imgElement.onclick = () => handleImageClick(imgElement);
66     imageContainer.appendChild(imgElement);
67   }
68 }
69
70 function handleImageClick(clickedImage) {

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71 // Check if the clicked image is in the correct order
72 const expectedLetter = String.fromCharCode(97 + currentIndex);
73 const clickedLetter = clickedImage.src.charAt(clickedImage.src.lastIndexOf('/') + 1).toLowerCase();
74
75 if (clickedLetter === expectedLetter) {
76     // Mark the image as correct
77     clickedImage.classList.add('correct');
78
79     // Increment the index for the next image
80     currentIndex++;
81
82     // Check if all images have been clicked in order
83     if (currentIndex === shuffledImages.length) {
84         clearInterval(timer);
85         updateBestTime();
86         resetGame();
87     }
88 } else {
89     clickedImage.classList.add('incorrect');
90     clearInterval(timer);
91     alert('Game Over! You clicked the images out of order. To start again, click Reset Game');
92     disableImageClicks();
93 }
94 }
95
96 function disableImageClicks() {
97     // Disable click event on all images if game over
98     const images = document.querySelectorAll('img');
99     images.forEach((img) => img.onclick = null);
100 }
101
102 function updateTimer() {
103     seconds++;
104     timerElement.textContent = `Timer: ${seconds} second(s)`;
105 }
106
107 function updateBestTime() {
108     const timeText = timerElement.textContent;
109     const newTime = parseInt(timeText.match(/\d+\/)[0]);
110
111     const bestTimeText = bestTimeElement.textContent;
112     const bestTimeValue = parseInt(bestTimeText.match(/\d+\/)[0]);
113
114     // https://stackoverflow.com/questions/4659492/using-javascripts-parseint-at-end-of-string
115     if (newTime < bestTimeValue || bestTimeValue === 0) {
116         bestTimeElement.textContent = `Your best time: ${newTime} seconds`;
117         alert(`Congratulations! You completed the game in ${newTime} seconds. New best time!`);
118     } else {
119         alert(`Congratulations! You completed the game in ${newTime} seconds.`);
120     }
121 }
122
123 function generateAlphabetImages() {
124     // (https://forum.freecodecamp.org/t/alphabet-generation-in-js-are-there-any-constants/5)
125     // (https://stackoverflow.com/questions/12376870/create-an-array-of-characters-from-spec)
126     const alphabetImages = Array.from({ length: 26 }, (_, i) => `assets/images/alphabets-web/${String.fromCharCode(65 + i)}.png`);
127     return shuffleArray(alphabetImages);
128 }
129
130 function shuffleArray(array) {
131     // Shuffle Algorithm(https://www.geeksforgeeks.org/shuffle-a-given-array-using-fisher-yates-algorithm/)
132     for (let i = array.length - 1; i > 0; i--) {
133         const j = Math.floor(Math.random() * (i + 1));
134         [array[i], array[j]] = [array[j], array[i]];
135     }
136     return array;
137 }

```