So basically first of all you have have all your images named the same way like

[10:08]

king-of-hearts.png

[10:08]

five-of-spades.png

[10:09]

Then in your code where you are trying to display the images using whatever function displayCards or whatever in JS

[10:09]

you would write something like

[10:09]

```var strSrc = 'assets/cards/' + currentName + '-of-' + currentSuit + '.png';

// for example this would pull:

// 'assets/cards/ + '4' + '-of-' + 'spades' + '.png';

// if those were the current name and suit that you assigned in the object

//which would equal to assets/cards/4-of-spades.png and match the origin and name of the file you are trying to pull

img.src = strSrc;

```

(edited)

[10:11]

Below is what I wrote in my project if it helps you to see a more full picture:

[10:12]

```//notated

function displayCards(i) {

//first you have to create the img element in DOM

var img = document.createElement('img');

//then you have to pull the current card object so I did that by passing in a number parameter called i from somewhere else that kept track of how many cards were dealt

var currentCard = currentPlayer.hand[i];

//then I like to save the info i'm pulling to variables so it's easier for me to remember but that's obviously optional

var currentName = currentCard.name;

var currentSuit = currentCard.suits;

//another optional step is concatenating to a variable, you can just img.src directly without this 1 additional step but I like to do it

var strSrc = 'assets/cards/' + currentName + '\_of\_' + currentSuit + '.png';

img.src = strSrc;

//depending on if the current player was dealer, append to dealer area or else always append to player area

if (currentPlayer.name === 'dealer') {

img.setAttribute('class', 'dealer-' + i);

var location = document.querySelector('.dealer-cards');

location.appendChild(img);

} else {

img.setAttribute('class', 'player-' + i);

$playerCards.appendChild(img);

}

}