

sampleArray=[0,1,2,3,4,5,6,7,8,9]

sicce(2,1)

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Loop from the front

Loop from the end





sampleArray = [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]

slice(2, 1)



sampleArray = [0, 1, 3, 4, 5, 6, 7, 8, 9]



Loop from the front

Loop from the end

```

    x = parseInt(this.boardChoice);
    p1 = player1.onBoard;
    p2 = player2.onBoard;
    p2Temp = [];
    console.log(`AI Compare check point 1`)
    (`#cardBoard${x} #topNum`).text() > 0 && this.compareCheck == 0){
    if(p1.length >0 && p2.length >0){
        for(let j in p1){
            if(x == (parseInt(p1[j])+3)){
                if(`${'#cardBoard${x} #topNum'}.text() > `${'#cardBoard${parseInt(p1[j])} #botNum'}.text()){
                    `${'#cardBoard${parseInt(p1[j])}'}.removeClass('PlayerCard');
                    `${'#cardBoard${parseInt(p1[j])}'}.addClass('CPUCard');
                    p2Temp.push(p1[j]);
                    p1.splice(j,1);
                    this.compareCheck = 1;
                    console.log(`AI does this work 1`);
                    console.log(`${p1[j]}`);
                    console.log(j);
                    console.log(p1);
                } else {
                    this.compareCheck = 1;
                    console.log(`there is no match`);
                }
            }
        }
    } else if(x == (parseInt(p1[j])-3)){
        if(`${'#cardBoard${x} #botNum'}.text() > `${'#cardBoard${parseInt(p1[j])} #topNum'}.text()){
            `${'#cardBoard${parseInt(p1[j])}'}.removeClass('PlayerCard');
            `${'#cardBoard${parseInt(p1[j])}'}.addClass('CPUCard');
            p2Temp.push(p1[j]);
            p1.splice(j,1);
            this.compareCheck = 1;
            console.log(`AI does this work 2`);
            console.log(`${p1[j]}`);
            console.log(j);
            console.log(p1);
        } else {
            this.compareCheck = 1;
            console.log(`there is no match`);
        }
    }
    } else if(x == parseInt(p1[j]+1) && (x % 3 !=0)){
        if(`${'#cardBoard${x} #leftNum'}.text() > `${'#cardBoard${parseInt(p1[j])} #rightNum'}.text()){
            `${'#cardBoard${parseInt(p1[j])}'}.removeClass('PlayerCard');
            `${'#cardBoard${parseInt(p1[j])}'}.addClass('CPUCard');
            p2Temp.push(p1[j]);
            p1.splice(j,1);
            this.compareCheck = 1;
            console.log(`AI does this work 3`);
            console.log(`${p1[j]}`);
            console.log(j);
            console.log(p1);
        } else {
            this.compareCheck = 1;
            console.log(`there is no match`);
        }
    }
}

```

//compare cards at AI's turn + capture cards

// see if current picked card is on top of p2 card

// see if p1 card is below of p2 card

// see if p1 card is one the right of p2 card

ADD CHECKPOINTS!

top	Filter	Default levels	1 hidden
<input type="checkbox"/> Hide network	<input type="checkbox"/> Log XMLHttpRequests		
<input type="checkbox"/> Preserve log	<input checked="" type="checkbox"/> Eager evaluation		
<input type="checkbox"/> Selected context only	<input checked="" type="checkbox"/> Autocomplete from history		
<input checked="" type="checkbox"/> Group similar	<input checked="" type="checkbox"/> Evaluate triggers user activation		
===Game Start===	game.js:380		
Welcome Player and CPU!!	game.js:330		
click board choice 7	game.js:347		
Player picked card to place in 7	game.js:348		
=====	game.js:358		
Player picked card 2 from hands	game.js:359		
clickHandsRegister check point 1	game.js:361		
checking pushing problem	game.js:73		
compare check point 1	game.js:95		
compare check point 2	game.js:155		
AICard check point 5===== what is i = 3	game.js:178		
AICard check point 7===== 3	game.js:200		
AICard check point 8	game.js:202		
AI Compare check point 1	game.js:219		
AI Compare check point 2	game.js:284		
▶ []	game.js:295		
AICard check point 9	game.js:206		
click board choice 4	game.js:347		
Player picked card to place in 4	game.js:348		
=====	game.js:358		
Player picked card 0 from hands	game.js:359		
clickHandsRegister check point 1	game.js:361		
checking pushing problem	game.js:73		
compare check point 1	game.js:95		
there is no match	game.js:145		
AICard check point 5===== what is i = 1	game.js:178		
AICard check point 7===== 1	game.js:200		
AICard check point 8	game.js:202		
AI Compare check point 1	game.js:219		
2 AI Compare check point 2	game.js:284		
▶ []	game.js:295		
AICard check point 9	game.js:206		
click board choice 3	game.js:347		
Player picked card to place in 3	game.js:348		
=====	game.js:358		
Player picked card 3 from hands	game.js:359		
clickHandsRegister check point 1	game.js:361		
checking pushing problem	game.js:73		
compare check point 1	game.js:95		
there is no match	game.js:149		
there is no match	game.js:109		
AICard check point 5===== what is i = 0	game.js:178		
AICard check point 7===== 0	game.js:200		
AICard check point 8	game.js:202		
AI Compare check point 1	game.js:219		
AI Compare check point 2	game.js:284		
AI does this work 2	game.js:245		
2	game.js:245		