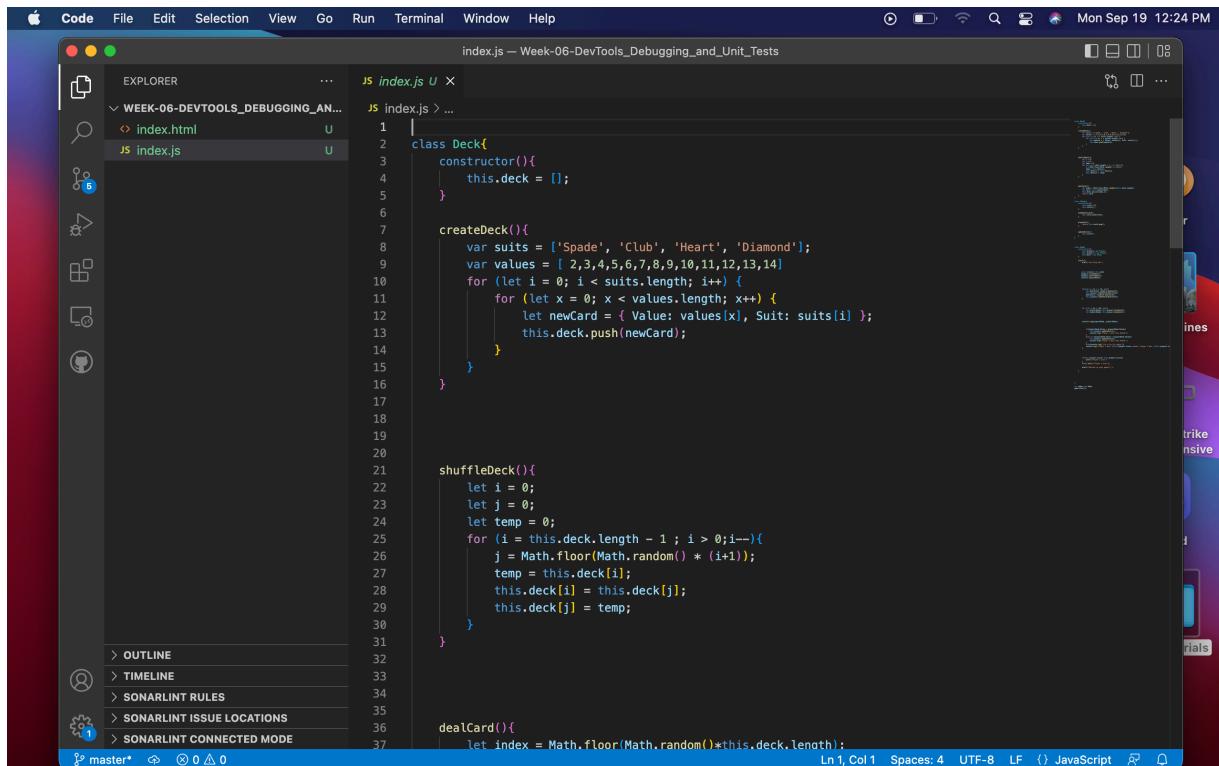


## URL to GitHub Repository:

[https://github.com/angelcruz9/promineotech/tree/master/folders/Week-06-DevTools\\_Debugging\\_and\\_Unit\\_Tests](https://github.com/angelcruz9/promineotech/tree/master/folders/Week-06-DevTools_Debugging_and_Unit_Tests)



A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows "index.js - Week-06-DevTools\_Debugging\_and\_Unit\_Tests". The main editor area displays the following JavaScript code:

```
index.js -- Week-06-DevTools_Debugging_and_Unit_Tests

1  | class Deck{
2  |   constructor(){
3  |     this.deck = [];
4  |   }
5  |
6  |
7  |
8  |
9  |
10 |   createDeck(){
11 |     var suits = ['Spade', 'Club', 'Heart', 'Diamond'];
12 |     var values = [ 2,3,4,5,6,7,8,9,10,11,12,13,14];
13 |     for (let i = 0; i < suits.length; i++) {
14 |       for (let x = 0; x < values.length; x++) {
15 |         let newCard = { Value: values[x], Suit: suits[i] };
16 |         this.deck.push(newCard);
17 |       }
18 |     }
19 |
20 |
21 |   shuffleDeck(){
22 |     let i = 0;
23 |     let j = 0;
24 |     let temp = 0;
25 |     for (i = this.deck.length - 1 ; i > 0;i--){
26 |       j = Math.floor(Math.random() * (i+1));
27 |       temp = this.deck[i];
28 |       this.deck[i] = this.deck[j];
29 |       this.deck[j] = temp;
30 |     }
31 |
32 |
33 |
34 |
35 |
36 |   dealCard(){
37 |     let index = Math.floor(Math.random()*this.deck.length);
```

The left sidebar shows the project structure with files "index.html" and "index.js". The bottom status bar indicates "master\*" and "Ln1 Col1 Spaces: 4 UTF-8 LF {} JavaScript".

The image displays two side-by-side screenshots of a code editor interface, likely Visual Studio Code, running on a Mac OS X system. Both windows show the same file, `index.js`, with line numbers and code content.

**Top Window (Left):**

- Title Bar:** Code - File - Edit - Selection - View - Go - Run - Terminal - Window - Help
- File Path:** JS index.js
- Code Content:**

```
36     dealCard(){
37         let index = Math.floor(Math.random()*this.deck.length);
38         let card = this.deck[index];
39         this.deck.splice(index,1);
40         return card;
41     }
42
43
44     class Player{
45         constructor(){
46             this.score = 0;
47             this.cards=[];
48         }
49
50         takeACard(card){
51             this.cards.push(card);
52         }
53
54         playCard(){
55             return this.cards.pop();
56         }
57
58         updateScore(){
59             this.score++;
60         }
61     }
62
63
64
65
66     class Game{
67         constructor(){
68             this.player1= new Player();
69             this.player2 = new Player();
70             this.deck = new Deck();
71         }
72     }
73
74
75     start(){
76         alert(`Lets Play War`);
77
78
79
80         const newDeck= this.deck;
81         newDeck.createDeck();
82         newDeck.shuffleDeck();
83         console.log(newDeck);
84
85
86
87
88
89
90         for(let i = 0; i < 26; i++){
91             let dealtCard= newDeck.dealCard();
92             this.player1.takeACard(dealtCard);
93             dealtCard = newDeck.dealCard();
94             this.player2.takeACard(dealtCard);
95         }
96
97     }
98 }
```
- Status Bar:** Ln 1, Col 1 | Spaces: 4 | UTF-8 | LF | JavaScript

**Bottom Window (Right):**

- Title Bar:** Code - File - Edit - Selection - View - Go - Run - Terminal - Window - Help
- File Path:** JS index.js
- Code Content:**

```
62     }
63 }
64
65
66
67
68     class Game{
69         constructor(){
70             this.player1= new Player();
71             this.player2 = new Player();
72             this.deck = new Deck();
73         }
74
75         start(){
76             alert(`Lets Play War`);
77
78
79
80             const newDeck= this.deck;
81             newDeck.createDeck();
82             newDeck.shuffleDeck();
83             console.log(newDeck);
84
85
86
87
88
89
90             for(let i = 0; i < 26; i++){
91                 let dealtCard= newDeck.dealCard();
92                 this.player1.takeACard(dealtCard);
93                 dealtCard = newDeck.dealCard();
94                 this.player2.takeACard(dealtCard);
95             }
96
97         }
98 }
```
- Status Bar:** Ln 1, Col 1 | Spaces: 4 | UTF-8 | LF | JavaScript

index.js — Week-06-DevTools\_Debugging\_and\_Unit\_Tests

```
for (let i = 0; i < 26; i++) {
    let player1Hand = this.player1.playCard();
    let player2Hand = this.player2.playCard();

    console.log(player1Hand, player2Hand);

    if(player1Hand.Value > player2Hand.Value){
        this.player1.updateScore();
        console.log('Player 1 wins this Round');
    }
    else if (player1Hand.Value < player2Hand.Value){
        this.player2.updateScore();
        console.log('Player 2 Wins this Round!');
    }
    else{console.log('its a tie try again')}
    console.log(`Player 1 has: ${this.player1.score} points, Player 2 has: ${this.player2.score}`);
}

if(this.player1.score> this.player2.score){
    alert(`Player 1 wins`)
}
else{ alert(`Player 2 wins`)}
alert('Refresh to play again!!!');
```

index.js — Week-06-DevTools\_Debugging\_and\_Unit\_Tests

```
if(player1Hand.Value > player2Hand.Value){
    this.player1.updateScore();
    console.log('Player 1 wins this Round');
}
else if (player1Hand.Value < player2Hand.Value){
    this.player2.updateScore();
    console.log('Player 2 Wins this Round!');
}
else{console.log('its a tie try again')}
console.log(`Player 1 has: ${this.player1.score} points, Player 2 has: ${this.player2.score}`);

if(this.player1.score> this.player2.score){
    alert(`Player 1 wins`)
}
else{ alert(`Player 2 wins`)}
alert('Refresh to play again!!!');

let game= new Game;
game.start();
```

The screenshot displays a developer setup with two main windows: a terminal and a browser.

**VS Code Terminal:**

- File: index.html - Week-06-DevTools\_Debugging\_and\_Unit\_Tests
- Content:

```
<html>
<script src="index.js"></script>
</html>
```

**Opera GX DevTools Console:**

- File: index.html
- Console tab:

Warning!  
This area is for use by developers only. Scammers have been known to encourage people to copy/paste information here to hack accounts. Do not proceed if you are unsure.

```
Player 1 wins this Round
Player 1 has: 9 points, Player 2 has: 3 points
▶ {Value: 14, Suit: 'Spade'} ▶ {Value: 9, Suit: 'Club'}
Player 1 wins this Round
Player 1 has: 10 points, Player 2 has: 3 points
▶ {Value: 6, Suit: 'Diamond'} ▶ {Value: 14, Suit: 'Heart'}
Player 2 Wins this Round!
Player 1 has: 10 points, Player 2 has: 4 points
▶ {Value: 12, Suit: 'Spade'} ▶ {Value: 6, Suit: 'Heart'}
Player 1 wins this Round
Player 1 has: 11 points, Player 2 has: 4 points
▶ {Value: 5, Suit: 'Diamond'} ▶ {Value: 2, Suit: 'Heart'}
Player 1 wins this Round
Player 1 has: 12 points, Player 2 has: 4 points
▶ {Value: 2, Suit: 'Club'} ▶ {Value: 9, Suit: 'Diamond'}
Player 2 Wins this Round!
Player 1 has: 12 points, Player 2 has: 5 points
▶ {Value: 7, Suit: 'Club'} ▶ {Value: 4, Suit: 'Diamond'}
Player 1 wins this Round
Player 1 has: 13 points, Player 2 has: 5 points
▶ {Value: 11, Suit: 'Diamond'} ▶ {Value: 13, Suit: 'Diamond'}
Player 2 Wins this Round!
Player 1 has: 13 points, Player 2 has: 6 points
▶ {Value: 13, Suit: 'Spade'} ▶ {Value: 11, Suit: 'Spade'}
Player 1 wins this Round
Player 1 has: 14 points, Player 2 has: 6 points
```

