

```

1  /*jshint esversion: 6 */
2
3  // Select all match-card elements
4  const cards = document.querySelectorAll('.match-card');
5
6  // Match logic, freezes board and assigns firstBill and secondBill
7  let hasFlippedBill = false;
8  let freezeBoard = false;
9  let firstBill, secondBill;
10
11 // flipBill function runs on bill click with match logic and stops double click
12 function flipBill() {
13     if (freezeBoard) return;
14     if (this === firstBill) return;
15     this.classList.toggle('flip');
16     this.classList.add('flip');
17
18     if (!hasFlippedBill) {
19         hasFlippedBill = true;
20         firstBill = this;
21         return;
22     }
23     secondBill = this;
24     hasFlippedBill = false;
25
26     checkForMatch();
27 }
28
29 // Accesses bill dataset, checks for match, plays audio and runs disableBills and unflipBil
30 function checkForMatch() {
31     if (firstBill.dataset.framework === secondBill.dataset.framework) {
32         var audio = new Audio('assets/ch-ching.wav');
33         audio.play();
34         disableBills();
35         return;
36     }
37     unflipBills();
38 }
39
40 // Event listener to stop additional flipping
41 function disableBills() {
42     firstBill.removeEventListener('click', flipBill);
43     secondBill.removeEventListener('click', flipBill);
44
45     resetBoard();
46 }
47
48 // Flips bills back
49 function unflipBills(){

```

CONFIGURE

Metrics

There are 9 functions in this file.

Function with the largest signature take 1 arguments, while the median is 0.

Largest function has 11 statements in it, while the median is 2.

The most complex function has a cyclomatic complexity value of 4 while the median is 1.



version 2.12.0

(<https://github.com/jshint/jshint/>)

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```

50     freezeBoard = true;
51     setTimeout(() => {
52         firstBill.classList.remove('flip');
53         secondBill.classList.remove('flip');
54         freezeBoard = false;
55         resetBoard();
56     }, 1000);
57 }
58
59 // Resets firstBill and secondBill variables
60 function resetBoard() {
61     [hasFlippedBill, freezeBoard] = [false, false];
62     [firstBill, secondBill] = [null, null];
63 }
64
65 // Shuffles bills
66 (function shuffle() {
67     cards.forEach(card => {
68         let randomPosition = Math.floor(Math.random() * 12);
69         card.style.order = randomPosition;
70     });
71 })();
72
73 // EventListener for each time bill is clicked runs flipBill function
74 cards.forEach(card => card.addEventListener('click', flipBill));

```

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