JSLint
Fork on GitHub
Edition: v2023.4.29

- **Read the instructions.**
- **_How JavaScript Works_ by Douglas Crockford.**
- **Report a bug or issue.**

Source

```
201    {´
202    {
203        country : "Switzerland",
204        cities: [
205            {text : "Riga"},
206            {text : "Bern"},
207            {text : "Vienna"},
208            {text : "Kuala Lumpur"}
209        ],
210        correct : "Bern"
211    },
212    {
213        country : "Canada",
214        cities: [
215            {text : "Ottawa"},
216            {text : "Vilnius"},
217            {text : "Beijing"},
218            {text : "Wellington"}
219        ],
220        correct : "Ottawa"
221    }
    ];
```

JSLint　　　Clear Source　　　Clear Options

Options

Env...
- ☑ browser
- ☐ devel
- ☐ node
- ☐ trace

Allow...
- ☐ beta
- ☐ bitwise
- ☐ convert
- ☐ eval

- ☐ fart
- ☐ for
- ☐ getset
- ☐ indent2

- ☑ long
- ☐ nomen
- ☐ single
- ☐ subscript

- ☑ this
- ☑ unordered
- ☐ variable
- ☐ white

imported globals (e.g. caches, indexedDb)

Report: Warnings (7)

1. Unexpected expression '++' in statement position.

```
currentQuestionIndex++;
```

2. Undeclared '$'.

```
$( "#answers" ).find( "button" ).prop("disabled", true);
```

3. Unexpected '++'.

```
document.getElementById("score").innerText = ++scoreCount;
```

4. Undeclared '$'.

```
$ ( "#welcome" ).append(p);
```

5. Undeclared '$'.

```
$ ( "#welcome" ).append(p);
```

6. Undeclared '$'.

```
$ ( "#welcome" ).append(p);
```

7. Undeclared '$'.

```
$ ( "#welcome" ).append(p);
```

Report: Properties (22)

```
/*property
    add, addEventListener, append, appendChild, cities, classList, correct,
    country, createElement, find, firstChild, forEach, getElementById,
    innerHTML, innerText, length, prop, random, remove, removeChild, sort, text
*/
```

Report: Functions (10)

```
        global   Math, answerElement, answers, checkAnswer, currentQuestionIndex, document, incrementScore, next, nextButton, questi
                 setTimeout, showQuestion, showSummary, shuffledQuestions, start, startButton, startGame, welcome

    «click»()
        global   currentQuestionIndex, setNextQuestion

    startGame()
        global   answers, currentQuestionIndex, document, questionElement, questions, scoreCount, scoreHeader, setNextQuestion, sh

        «sort»() =>
            global   Math

    setNextQuestion()
```

global   currentQuestionIndex, resetState, showQuestion, shuffledQuestions

showQuestion(question)
    parameter   question
       global   currentQuestionIndex, questionElement

  «forEach»(city)
    parameter   city
     variable   button
      global   answerElement, checkAnswer, document

resetState()
    global   answerElement, next, retry

checkAnswer()
    global   currentQuestionIndex, incrementScore, next, setTimeout, showSummary, shuffledQuestions

incrementScore()
    global   document, scoreCount

showSummary()
    variable   p
     global   answers, document, questionElement, retry, scoreCount, scoreHeader, welcome