

- [Read the instructions.](#)
- [How JavaScript Works by Douglas Crockford.](#)
- [Report a bug or issue.](#)

## Source

```

16 | for (let card of cards) {
17 |   card.addEventListener("click", function() {
18 |     this.classList.add("flip")
19 |     checkMatch(this)
20 |   })
21 | }
22 | //matching cards
23 | function checkMatch(card) {
24 |   console.log(card)
25 |   selectedPairs.push(card);
26 |   const len = selectedPairs.length;
27 |
28 |   if (len === 2) {
29 |     moveCounter();
30 |     if (selectedPairs[0].type === selectedPairs[1].type) {
31 |       matched();
32 |     } else {
33 |       unmatched();
34 |     }
35 |   }
36 | };
37 | function moveCounter() {

```

JSLint

Clear Source

Clear Options

## Options

## Env...

- ☐ browser
 ☐ beta
 ☐ getset
 ☐ single
 ☐ white
- ☐ devel
 ☐ bitwise
 ☐ indent2
 ☐ this
- ☐ node
 ☐ convert
 ☐ long
 ☐ unordered
- ☐ trace
 ☐ for
 ☐ name
 ☐ variable

imported globals (e.g. caches, indexedDb)

## Report: Warnings (2)

## JSLint was unable to finish.

1. [JSLint was unable to finish] Unexpected 'let'.

```
for (let card of cards) {
```

2. Unexpected 'for'.

```
for (let card of cards) {
```

## Report: Properties (5)

```

/*property
  addEventListener, from, getElementsByClassName, log, querySelector
*/

```

## Report: Functions (0)

## There are no functions.

```
global  buttons, cards, count, flipCounterRef, gameGrid, modal, resetButtonRef, scoreDisplay, selectedPairs, span,
```