

Finishing Our Blackjack Game



Mark Zamoyta

SOFTWARE DEVELOPER AND EDUCATOR

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Introduction



Setting up the Game

Shuffling Cards

Calculating the Score

Taking a Card or Staying

Completing the Game



Setting up the Game



Shuffling Cards



Calculating the Score



Taking a Card or Staying



Completing the Game



Summary



Set up the Game

Shuffled Cards

- `Math.trunc(Math.random() * 52)`

Calculated the Score

User Input to Take a Card or Stay

- `button.addEventListener()`

Completed the Game



Course Wrap-up



JavaScript Feature Summary

Data Features

Variables

Arrays

Data Types

Objects

Programming Features

For Loops

While Loops

if Statements


switch Statements

Functions

DOM Programming



plnkr.co

 Plunker v1.2.1






PlunksTagsUsersEditorGroup

MarkZamoyta

Plunker

Helping developers make the web

Plunker is an online community for creating, collaborating on and sharing your web development ideas.


[Launch the Editor](#)[Browse Plunks](#)

Design goals

- **Speed:** Despite its complexity, the Plunker editor is designed to load in under 2 seconds.
- **Ease of use:** Plunker's features should just work and not require additional explanation.
- **Collaboration:** From real-time collaboration to forking and commenting, Plunker seeks to encourage users to work together on their code.

Features

- Real-time code collaboration
- Fully-featured, customizable syntax editor
- Live previewing of code changes
- As-you-type code linting
- Forking, commenting and sharing of Plunks
- Fully open-source on GitHub under the MIT license
- And many more to come...



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First Component (Sender)



JS



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