Finishing Our Blackjack Game



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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.setEventListener()

Completed the Game



Course Wrap-up



JavaScript Feature Summary

Data Features

Programming Features

Variables

Arrays

Data Types

Objects

For Loops

While Loops

if Statements

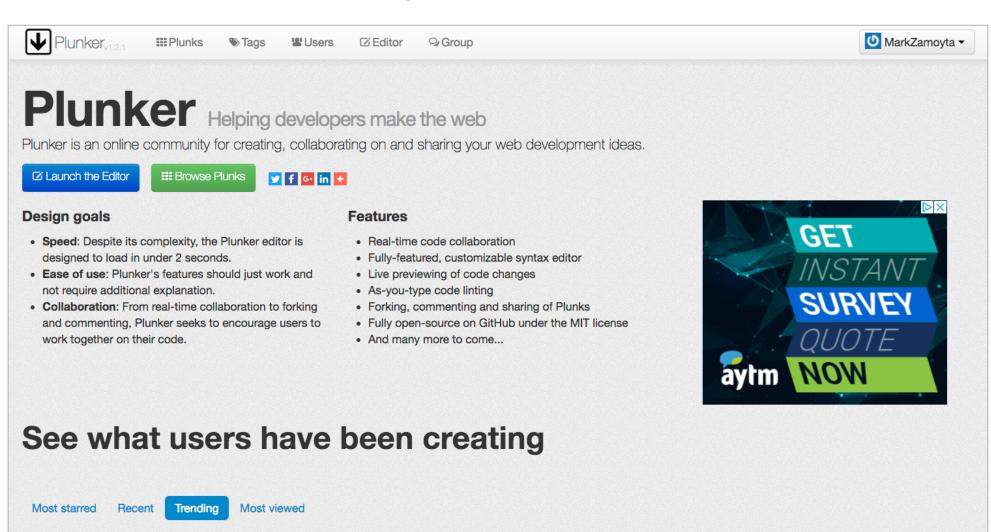
switch Statements

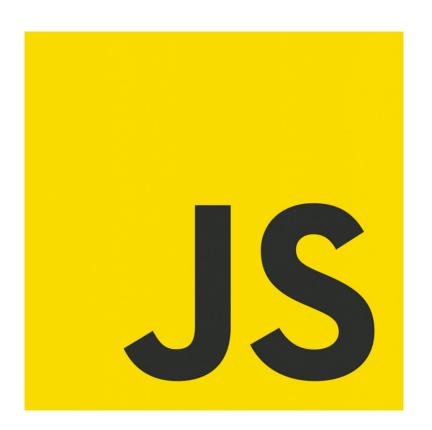
Functions

DOM Programming



plnkr.co







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