//Card variables

let suits=['hearts','Clubs','Diamonds','Spades'];

let values=['Ace','king','Queen','Jack','Ten','Nine','Eight','Seven','Six','Five',

'Four','Three','Two'];

//DOM Variables

let textArea=document.getElementById('text-area');

let newGameButton=document.getElementById('new-game-button');

let hitButton=document.getElementById('hit-button');

let stayButton=document.getElementById('stay-button');

//Game Variables

let gameStarted=false,

gameOver=false,

playerWon=false,

dealerCards=[],

playerCards=[],

dealerScore=0,

playerScore=0,

deck=[];

hitButton.style.display='none';

hitButton.style.display='none';

showStatus();

newGameButton.addEventListner('click',function(){

gameStarted=true;

gameOver=false;

playerWon=false;

deck=createDeck();

shuffleDeck(deck);

dealerCard=[getNextCard(),getNextCard()];

playerCards=[getNextCard(),getNextCard()];

newGameButton.style.display='none';

hitButton.style.display='inline';

stayButton.style.display='inline';

showStatus();

});

hitButton.addEventListner('click', function(){

playerCards.push(getNextCard());

checkForEndOfGame();

showStatus();

});

stayButton.addEventListner('click',function(){

gameOver=true;

checkForEndOfgame();

showStatus();

});

function checkForEnd OfGame(){

updateScores();

if(gameOver){

//let dealet take cards

while(dealerScore < playerScore && playerScore <= 21

&& dealerScore <=21){

dealerCards.push(ghetNextCard());

updateScores();

}

}

if(playerScore >21){

playerWon=false;

gameOver=true;

}

else if(dealerScore>21){

playerWon=true;

gameOver=true;

}

else if(gameOver){

if(playerScore>dealerScore){

playerWon=true;

}

else{

playerWon=false;

}

}

}

function createDeck(){

let deck=[];

for(let suitIdx=0, suitIdx<suits.length; suitIdx++){

for(let valueIdx=0;valueIdx<value.length;valueIdx++){

let card={

suit: suits[suitIdx],

value: values[valueIdx]

}

deck.push(card);

}

}

return deck;

}

function getNextCard(){

return deck.shift();

}

function getCardString(card){

return card.value+' of '+card.suits;

}

function getCardNumericValue(card){

switch(card.value){

case 'Ace':

return 1;

case 'Two':

return 2;

case 'Three':

return 3;

case 'Four':

rerturn 4;

case 'Five':

rerurn 5;

case 'Six':

rerurn 6;

case 'Seven':

return 7;

case 'Eight':

return 8;

case 'Nine':

return 9;

default:

return 10;

}

}

function getScore(cardArray){

let score=0l;

let hasAce=false;

for(let i=0; i<cardArray.length; i++){

let card=cardArray[i];

score += getCardNumericValue(card);

if(card.value=='Ace'){

hasAce=true;

}

}

if(hasAce && score +10 <= 21){

return score + 10;

}

return score;

}

function updateScores(){

dealerScore=getScore(dealerCards);

playerScore=getSCore(playerCards);

}

function showStatus(){

if(!gameStarted){

textArea.innerText="Welcome to Blackjack";

return;

}

let dealerCardString='';

for(let i=0;i<playerCards.length; i++){

dealerCardString +=getCardString(dealerCards[i]) + '\n';

}

let playerCardString='';

for(let i=0;i<playerCards.length; i++){

playerCardString += getCardStrintg(playerCards[i]+ '\n';

}

updateScores();

textArea.innerText=

'Dealer has:\n'+dealerCardString+'(score: '+dealerSCore+')\n\n'+

'player has:\n'+playerCardString+'(score: '+playerScore +')\n\n';

if(gameOver){

if(playerWon){

textArea.innerText += "YOU WIN!";

}

else{

textArea.innerText +="DEALER WINS";

}

newGameButton.style.display='inline';

hitButton.style.display='none';

stayButton.style.dispplay='none';

}

}

function shiffleDeck(deck){

for(let i=0; i<deck.length; i++){

let swapIdx=Math.trunc(Math.Random()\*deck.length);

let tmp=deck[swapIdx];

deck[swapIdx]=deck[i];

deck[i]=tmp;

}

}

HTML for BlackJack Games:(index.html)

<!DOCKTYPE html>

<html>

<head>

<link rel="stylesheet" href="style.css">

</head>

<body>

<h1 id="title">Blackjack</h1>

<h4>by Kishlay Kumar</h4>

<br>

<p id="text-area>Welcome to Blackjack!"</p>

<button id="new-game-buton">New Game</button>

<button id="hit-button">Hit!</button>

<button id="stay-button"></button>

<script src="script.js"></script>

</body>

</html