# Automated Testing using JSHint - https://jshint.com

1. hangman-game.js

Above you can see quite a lot of errors. I declared won lost and wrong letters as global variables to fix the issue. Which resulted in only below, both show errors as they are called using on click functions in the html.

```
// hangman game

// hangman game

// wor game/accurrictiver;
// wor game factors a game/accurrictiver;
// wor game factors a game/accurrictiver;
// wor note of game factors a game factor and lost as 0-0

// note game factor subjective a game factor and lost values fato buildiane function
// note game factors word word will keep the original score, and then build a new game using these scores
// change word will keep the original score, and then build a new game using these scores
// change word will keep the original score, and then build a new game using these scores
// consideration (age fall-mentify)(f("port)_innertific;
// consideration (age fall-mentify)(f("port)_innertific;
// buildiane (core), score2);
// corectivetter = 0;
// wongetters = 0;
// corectivetter = 0;
```

## 2. navbar.js

```
// rocket button that when clicked will open mobile navigation menu and rotate rocket icon

function openMenu() {
    let dropdownMenu = document.getElementById("mobile-nav-menu");
    let rocketIcon = document.getElementById("nav-rocket");
    if (dropdownMenu.style.display == "none") {
        dropdownMenu.style.display == "block";
        rocketIcon.style.transform = "rotate(@deg)";
    } else {
        dropdownMenu.style.display = "none";
        rocketIcon.style.transform = "rotate(@deg)";
    }
}

One unused variable
    3 openMenu
```

The above passes, the only error showing is because openMenu() is called outside using on click functions in the html.

#### 3. solar-sytem.js

```
saturm_card.style.display = "block";
console.log("pop-up facts about Saturn is shown");
There are 20 functions in this file.
Function with the largest signature take 0 arguments, while the median is o
console.log("pop-up facts about Nepture is shown");
function reprise() {
    reprise are 20 functions in this file.
    Function with the largest signature take 0 arguments, while the median is o
    reprise are 20 function has 2 statements in if, while the median is o
    reprise are 20 function has 2 statements in if, while the median is o
    reprise are 20 function has 2 statements in if, while the median is o
    reprise are 20 function has 2 statements in if, while the median is o
    reprise are 20 function has 2 statements in if, while the median is o
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    reprise are 20 function has 2 statements in if, while the median is o
    reprise are 20 function has 2 statements in if, while the median is o
    reprise are 20 fu
```

The above passes perfectly.

### 4. word-scrambler.js

```
console_log(The game will begin when a category is chosen);

// creates two variables the category and it's screeded words

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// creates two variables the category and it's screeded words

// creates two variables the category and it's screeded words

// creates the category and it's screeded words are "+ category

// creates the galacts army from 2001 file

// collects the passes was selected. The list of words are "+ category

// collects the moons army from 2001 file

// collects the placets army from 2001 file

// co
```

#### 5. iss.js



The above passes, the only error showing is google – but this is correct as per Google: <a href="https://developers.google.com/maps/documentation/javascript/overview#maps\_map\_simple-javascript">https://developers.google.com/maps/documentation/javascript/overview#maps\_map\_simple-javascript</a>.

All other Javascript files are plugins/APIs – which are not my code, so they do not need validating.