

```

1  /*-----on-load-*/
2
3  // Load intro() on page load
4  $(document).ready(function() {
5      $(".introCard:eq(0)").addClass("spinCard");
6      setTimeout(function(){ $(".introCard:eq(1)").addClass("spinCard"); }, 500);
7      setTimeout(function(){ $(".introCard:eq(2)").addClass("spinCard"); }, 1000);
8      setTimeout(function(){ $(".introCard:eq(3)").addClass("spinCard"); }, 1500);
9      setTimeout(function(){ $(".introCard:eq(4)").addClass("spinCard"); }, 2000);
10     setTimeout(function(){ $("#intro-container").hide(); }, 6000);
11     setTimeout(function(){ $("#menu-container").show(); }, 6000);
12 });
13
14 /*-----count-*/
15
16 let count = 1;
17
18 function addCount() {
19     count+=1;
20     return count;
21 }
22
23 /*-----array-*/
24
25 var deck = {
26     "A": 1,
27     // "2": 2,
28     // "3": 3,
29     // "4": 4,
30     // "5": 5,
31     // "6": 6,
32     // "7": 7,
33     // "8": 8,
34     // "9": 9,
35     // "10": 10,
36     // "J": 10,
37     // "Q": 10,
38     // "K": 10
39 };
40
41 /** Get random card from deck */
42 function getCardNumber() {
43     let card = Object.keys(deck);
44     let cardNumber = card[Math.floor(Math.random() * card.length)];
45     return cardNumber;
46 }
47
48 /*-----start-*/
49
50 /** Start game by revealing first card */
51 function startGame() {

```

CONFIGURE

Metrics

There are 52 functions in this file.

Function with the largest signature take 2 arguments, while the median is 0.

Largest function has 8 statements in it, while the median is 2.

The most complex function has a cyclomatic complexity value of 5 while the median is 1.

One undefined variable

149 emailjs

Three unused variables

51 startGame

59 restartGame

148 sendMail



version 2.13.4

(<https://github.com/jshint/jshint>)

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