//Random color

function getColor() {

var randomColor = Math.floor(Math.random() \* 16777215).toString(16);

return randomColor

}

function genColors(){

var colors = []

for(var i = 10; i < 99; i ++){

var color = getColor()

colors[i] = color

}

return colors

}

//This function code needs to modified so that it works with Your cat code.

function headColor(color,code) {

$('.cat\_\_head, .cat\_\_chest').css('background', '#' + color) //This changes the color of the cat

$('#headcode').html('code: '+code) //This updates text of the badge next to the slider

$('#dnabody').html(code) //This updates the body color part of the DNA that is displayed below the cat

}

function eyesColor(color,code) {

$('.cat\_\_eye--left, .cat\_\_eye--right').css('background', '#' + color) //This changes the color of eyes

$('#eyescode').html('code: '+code) //This updates text of the badge next to the slider

$('#dnaeyes').html(code) //This updates the body color part of the DNA that is displayed below the cat

}

function earsColor(color,code) {

$('.cat\_\_ear--left, .cat\_\_ear--right').css('background', '#' + color) //This changes the color of eyes

$('#earscode').html('code: '+code) //This updates text of the badge next to the slider

$('#dnaears').html(code) //This updates the body color part of the DNA that is displayed below the cat

}

function mouthColor(color,code) {

$('.cat\_\_mouth-contour').css('background', '#' + color) //This changes the color of mouth

$('#mouthcode').html('code: '+code) //This updates text of the badge next to the slider

$('#dnamouth').html(code) //This updates the body color part of the DNA that is displayed below the cat

}

//###################################################

//Functions below will be used later on in the project

//###################################################

function eyeVariation(num) {

$('#dnashape').html(num)

switch (num) {

case 1:

normalEyes()

$('#eyeName').html('Basic')

break

}

}

function decorationVariation(num) {

$('#dnadecoration').html(num)

switch (num) {

case 1:

$('#decorationName').html('Basic')

normaldecoration()

break

}

}

async function normalEyes() {

await $('.cat\_\_eye').find('span').css('border', 'none')

}

async function normaldecoration() {

//Remove all style from other decorations

//In this way we can also use normalDecoration() to reset the decoration style

$('.cat\_\_head-dots').css({ "transform": "rotate(0deg)", "height": "48px", "width": "14px", "top": "1px", "border-radius": "0 0 50% 50%" })

$('.cat\_\_head-dots\_first').css({ "transform": "rotate(0deg)", "height": "35px", "width": "14px", "top": "1px", "border-radius": "50% 0 50% 50%" })

$('.cat\_\_head-dots\_second').css({ "transform": "rotate(0deg)", "height": "35px", "width": "14px", "top": "1px", "border-radius": "0 50% 50% 50%" })

}