```jsx
/**
 * @file Player.jsx
 * @description React extension javascript that exports a Player react component.
 * @author Manyi Cheng
 */
import React, { useState } from 'react';
import marioImg from '../res/mario.png';
import Card from './Card.jsx';

/**
 * @description This react arrow function represents a Player component in a
 BigTwo game.
 * @param {*} props Props from parent component.
 * @returns React div HTML element displaying the player component
 */
const Player = (props) => {
        const [selectedCards, setSelectCard] = useState([]);

        /**
         * @description This react arrow function selects a card upon click
 event.
         * @param {*} card The clicked card
         */
        const selectCard = (card) => {
                let newSelectedCards = [];
                if (selectedCards.includes(card)) {
                        const index = selectedCards.indexOf(card);
                        newSelectedCards = [...selectedCards.slice(0, index),
 ...selectedCards.slice(index + 1)];
                } else {
                        newSelectedCards = selectedCards.concat([card]);
                }
                setSelectCard(newSelectedCards);
        };

        /**
         * @description This react arrow function handles player click upon user
 clicking deal button.
         * @param {*} e Click event
         */
        const handleDeal = (e) => {
                e.preventDefault();
                if (props.playerTurn) {
                        if (props.playCards(selectedCards)) {
                                setSelectCard([]);
                        }
                        document.getElementById('playbtn').disabled = true;
                        setTimeout(() => {
                                if (document.getElementById('playbtn'))
 document.getElementById('playbtn').disabled = false;
                        }, 1500);
                }
        };

        /**
         * @description This react arrow function handles player click upon user
 clicking pass button.
         * @param {*} e Click event
         */
```

```jsx
54          const handlePass = (e) => {
55                  e.preventDefault();
56                  if (props.playerTurn) {
57                          props.passTurn();
58                          document.getElementById('passbtn').disabled = true;
59                          setTimeout(() => {
60                                  if (document.getElementById('passbtn'))
   document.getElementById('passbtn').disabled = false;
61                          }, 1500);
62                  }
63          };

64
65          /**
66           * @description This react arrow function sorts the player deck based on
   type order in increasing order upon user clicking type button.
67           */
68          const handleTypeSort = () => {
69                  props.typeSort();
70          };
71
72          /**
73           * @description This react arrow function sorts the player deck based on
   suit order in increasing order upon user clicking suit button.
74           */
75          const handleSuitSort = () => {
76                  props.suitSort();
77          };
78
79          let actionButton = props.playerTurn ? '' : 'disabled-button';
80          let freeMoveButton = !props.freeMove ? '' : 'disabled-button';
81          return (
82                  <div className="player-container">
83              <img className = "player-icon" alt = "character" src = {marioImg}/>
84                          {props.cards &&
85                                  props.cards.map((card, i) => {
86                                          let selected =
   selectedCards.includes(card);
87                                          return <Card key={i} card={card}
   user="player" selectCard={selectCard} selected={selected} />;
88                                  })}
89                          {!props.gameOver && (
90                                  <div className="player-action">
91                                          <button id="playbtn" className={'player-
   button ' + actionButton} onClick={handleDeal}>
92                                                  Deal
93                                          </button>
94                                          <button
95                                                  id="passbtn"
96                                                  className={'player-button ' +
   actionButton + ' ' + freeMoveButton}
97                                                  onClick={handlePass}
98                                          >
99                                                  Pass
100                                         </button>
101                                         <button className="player-button"
   onClick={handleTypeSort}>
102                                                 Type
103                                         </button>
104                                         <button className="player-button"
   onClick={handleSuitSort}>
```

```
                                Suit
                            </button>
                        </div>
                    )}
                </div>
            );
};

export default Player;
```