MEMORY GAME

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Memory Game</title>

<link rel="stylesheet" href="styles21.css">

</head>

<body>

<div class="memory-game">

<div class="cards" id="cards"></div>

<button onclick="startGame()">Start Game</button>

</div>

<script src="script15.js"></script>

</body>

</html>

.memory-game {

text-align: center;

}

.cards {

display: flex;

flex-wrap: wrap;

width: 400px;

margin: 20px auto;

}

.card {

width: calc(25% - 10px);

height: 100px;

margin: 5px;

background-color: lightblue;

display: flex;

justify-content: center;

align-items: center;

font-size: 24px;

cursor: pointer;

}

const cardsContainer = document.getElementById('cards');

let cards = [];

function startGame() {

const symbols = ['A', 'B', 'C', 'D', 'E', 'F', 'G', 'H'];

cards = [...symbols, ...symbols].sort(() => Math.random() - 0.5);

cardsContainer.innerHTML = '';

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

const cardElement = document.createElement('div');

cardElement.classList.add('card');

cardElement.dataset.index = i;

cardElement.innerText = '?';

cardElement.addEventListener('click', () => flipCard(i));

cardsContainer.appendChild(cardElement);

}

}

let firstCard = null;

let secondCard = null;

function flipCard(index) {

if (firstCard === null) {

firstCard = index;

revealCard(index);

} else if (secondCard === null && index !== firstCard) {

secondCard = index;

revealCard(index);

setTimeout(checkMatch, 1000);

}

}

function revealCard(index) {

const cardElement = document.querySelectorAll('.card')[index];

cardElement.innerText = cards[index];

}

function checkMatch() {

const firstSymbol = cards[firstCard];

const secondSymbol = cards[secondCard];

if (firstSymbol === secondSymbol) {

removeCards();

} else {

hideCards();

}

firstCard = null;

secondCard = null;

}

function removeCards() {

const matchedCards = document.querySelectorAll('.card.matched');

matchedCards.forEach(card => card.remove());

checkWin();

}

function hideCards() {

const firstCardElement = document.querySelectorAll('.card')[firstCard];

const secondCardElement = document.querySelectorAll('.card')[secondCard];

firstCardElement.innerText = '?';

secondCardElement.innerText = '?';

}

function checkWin() {

if (cardsContainer.children.length === 0) {

alert('Congratulations! You won!');

}

}