

Validações JSLint

server.js

Report: Warnings (17)

1. Line is longer than 80 characters.

21: 1

app.use(bodyParser.json()); //converte o corpo da requisicao (req.body) em um obj json

2. Use function (...), not (...) => when arrow functions become too complex.

31: 25

app.get("/", (req, res) => {

3. Use function (...), not (...) => when arrow functions become too complex.

35: 33

app.get("/cadastro", (req, res) => {

4. Use function (...), not (...) => when arrow functions become too complex.

39: 30

app.get("/login", (req, res) => {

5. Use function (...), not (...) => when arrow functions become too complex.

43: 40

app.get("/desenvolvedores", (req, res) => {

6. Use function (...), not (...) => when arrow functions become too complex.

47: 37

app.get("/documentacao", (req, res) => {

7. Use function (...), not (...) => when arrow functions become too complex.

52: 38

app.get("/jogo", protect, (req, res) => {

Report: Properties (25)

/*property

PURM, SUCESSO_MSG, Server, config, createServer, data, game, get, join,

json, listen, log, message, nomeusuario, partidas, derrotas,

partidas_jogadas, partidas_vencidas, redirect, render, set, static, use,

userId, usuario, waiting_room

*/

Report: Functions (11)

authRoutes.js

Report: Warnings (31)

1. Expected 'new' before 'Router'.

2: 16

const router = express.Router();

2. Use function (...), not (...) => when arrow functions become too complex.

7: 43

router.post("/cadastro", async (req, res) => {

3. Expected const 'email' to be ordered before const 'nomeusuario'.

8: 24

const { nomeusuario, email, senha } = req.body;

4. Unexpected '!.

12: 40

\$or: [{ email }, { nomeusuario }],

5. Unexpected '!.

17: 64

message: "E-mail ou nome de usuário já possui cadastro",

6. Expected property 'email' to be ordered before property 'nomeusuario'.

21: 45

const newUser = new User({ nomeusuario, email, senha });

7. Unexpected '!.

27: 41

nomeusuario: savedUser.nomeusuario,

Report: Properties (39)

/*property

\$or, JWT_SECRET, MODE_ENV, Router, _id, body, clearCookie, cookie, email,

env, error, expires, expiresIn, exports, findByIdAndDelete,

findByIdAndUpdate, findOne, httpOnly, id, json, length, matchPassword,

maxAge, message, new, nomeusuario, novoNome, novoNomeusuario, post,

runValidators, sameSite, save, secure, senha, sign, status, success, trim,

usuario

Report: Functions (5)

rules.js

Report: Warnings (144)

1. Required parameter 'color' after optional parameter 'step_lim'.

11:3

color

2. Use 'function (...)', not '(...)=>' when arrow functions become too complex.

12:3

) => {

3. Wrap a ternary expression in parens, with a line break after the left paren.

20:21

step_x = left ? step_x - 1 : step_x + 1;

4. Wrap a ternary expression in parens, with a line break after the left paren.

21:21

step_y = ford ? step_y - 1 : step_y + 1;

5. Unexpected 'throw'.

24:9

throw new Error("a");

6. Unexpected 'throw'.

27:9

throw new Error("a");

7. Undeclared 'block'.

30:7

block = board[row + step_y][col + step_x];

Report: Properties (50)

/*property
\$inc, JNT_SECRET, NE, NW, SE, SW, added, blue, blue_turn, board,
click_check_blanks, coords, dama, direction, elim, enemies, env, exports,
filter, findByIdAndupdate, from, id, length, map, partidas_vencidas,
piece_move, pieces, points, push, red, removed, to, to_elim, to_kill,
to_land, token, verify, win
*/

Report: Functions (23)

virtual_game.js

Report: Warnings (212)

1. Expected const 'click_check_blanks' to be ordered before const 'piece_move'.

1:21

const { piece_move, click_check_blanks } = require("../rules");

2. Unexpected ','.

13:59

["blue", null, "blue", null, "blue", null, "blue", null],

3. Expected property 'NE' to be ordered before property 'NW'.

19:26

to_land: { NW: null, NE: null, SW: null, SE: null },

4. Expected property 'SE' to be ordered before property 'SW'.

19:46

to_land: { NW: null, NE: null, SW: null, SE: null },

5. Expected property 'to_kill' to be ordered before property 'to_land'.

20:5

to_kill: { NW: null, NE: null, SW: null, SE: null },

6. Expected property 'NE' to be ordered before property 'NW'.

20:26

to_kill: { NW: null, NE: null, SW: null, SE: null },

7. Expected property 'SE' to be ordered before property 'SW'.

20:46

to_kill: { NW: null, NE: null, SW: null, SE: null },

Report: Properties (51)

/*property
JNT_SECRET, NE, NW, SE, SW, blue, blue_turn, board, click_check_blanks,
color, cookie, coords, create_game_room, dama, data, elim, emit, enemies,
env, exports, fetchSockets, findById, floor, forEach, game,
get_disp_room_id, handshake, headers, id, in, join, leave, length, nome,
nomeusuario, on, piece_move, pieces, player, points, random, red, room,
split, to, to_kill, to_land, token, trim, verify, win

Report: Functions (12)

wainting_room.js

Report: Warnings (9)	
1. Use 'function (...)', not '(...)' => 'when arrow functions become too complex.'	6: 28
const untoken_id = (token) => {	
2. Use 'function (...)', not '(...)' => 'when arrow functions become too complex.'	15: 27
const waiting_room = (io) => {	
3. Use 'function (...)', not '(...)' => 'when arrow functions become too complex.'	16: 53
io.of("/waiting").on("connection", async (socket) => {	
4. Use 'function (...)', not '(...)' => 'when arrow functions become too complex.'	23: 67
socket.handshake.headers.cookie.split(";").forEach((ele, idx) => {	
5. Expected '===' and instead saw '==':	26: 15
if (key == "sessionToken") {	
6. Unexpected '':	45: 40
\$inc: { partidas_jogadas: 1 },	
7. Unexpected '':	48: 40
\$inc: { partidas_jogadas: 1 },	
Report: Properties (20)	
/*property \$inc, JWT_SECRET, cookie, create_game_room, data, emit, env, exports, findByIdAndUpdate, findIndex, forEach, get_disp_room_id, handshake, headers, id, length, log, of, on, partidas_jogadas, push, shift, splice, split, token, trim, verify, waiting_room */	
Report: Functions (6)	

script.js

Report: Warnings (31)	
1. Expected property 'headers' to be ordered before property 'method'.	6: 5
headers: {	
2. Line is longer than 80 characters.	7: 1
"content-type": "application/json", //dizendo ao servidor que estamos enviando json	
3. Unexpected '':	7: 41
"content-type": "application/json", //dizendo ao servidor que estamos enviando json	
4. Expected property 'body' to be ordered before property 'headers'.	9: 5
body: JSON.stringify({ nomeusuario, email, senha }), //conversao de dados	
5. Expected property 'email' to be ordered before property 'nomeusuario'.	9: 41
body: JSON.stringify({ nomeusuario, email, senha }), //conversao de dados	
6. Unexpected '':	9: 56
body: JSON.stringify({ nomeusuario, email, senha }), //conversao de dados	
7. Redefinition of 'errorData' from line 21.	26: 11
const errorData = await response.json();	
Report: Properties (22)	
/*property action, addEventListener, alert, body, credentials, email, getelementById, headers, json, location, log, message, method, nomeusuario, novoNomeusuario, preventDefault, reload, replace, senha, status, stringify, value */	
Report: Functions (7)	

script_waiting_room.js

Report: Warnings (1)	
1. Use 'function (...)', not '(...)' => 'when arrow functions become too complex.'	11: 29
player.on("go-to-game", (s) => {	
Report: Properties (5)	
/*property href, location, log, on, socket */	
Report: Functions (1)	
module Manager, console, manager, oi_path, player, window import from socket.io-client on(s) => parameter s module window	

script_mutiplayer.js

Report: Warnings (54)	
1. Line is longer than 80 characters.	26: 1
// [[5,0], [5,2], [5,4], [5,6], [6,1], [6,3], [6,5], [6,7], [7,0], [7,2], [7,4], [7,6]]	
2. Expected 'let' and instead saw 'var'.	31: 1
var b_points = 0;	
3. Expected 'let' and instead saw 'var'.	33: 1
var b_pieces = [];	
4. Expected 'let' and instead saw 'var'.	34: 1
var r_pieces = [];	
5. Line is longer than 80 characters.	36: 1
// [[1,0], [1,2], [1,4], [1,6], [0,1], [0,3], [0,5], [0,7], [2,1], [2,3], [2,5], [2,7]]	
6. Expected 'let' and instead saw 'var'.	38: 1
var r_points = 0;	
7. Expected 'let' and instead saw 'var'.	40: 1
var selected_piece = [null, null];	
Report: Properties (40)	
/*property NE, NW, SE, SW, add, added, appendChild, blue, blue_turn, classlist, cloneNode, color, coords, createElement, dama, direction, emit, enemies, forEach, from, getElementById, href, innerHTML, innerText, location, nome, on, onclick, pieces, player, points, querySelector, red, remove, removed, room, socket, to, to_land, win */	
Report: Functions (37)	

script_dama_local.js

Report: Warnings (170)	
1. Move variable declaration to top of function or script.	17: 1
var b_damas = [[6, 7]];	
2. Use 'function (...)' not '(...)' => 'when arrow functions become too complex'.	34: 19
const move = (to) => {	
3. Undeclared 'from'.	35: 3
from = selected_piece;	
4. Undeclared 'new_loc'.	36: 3
new_loc = to.id.split("-").map((val) => parseInt(val));	
5. Undeclared 'from'.	38: 15
piece_erase(from);	
6. Expected 'var' and instead saw 'let'.	41: 3
let is_dama = false;	
7. Expected '===' and instead saw '=='.	43: 48
is_dama = b.damas.filter((val) => `\${val}` == `\${from}`).length > 0;	
Report: Properties (26)	
/*property NE, NW, SE, SW, add, appendChild, childNodes, classlist, cloneNode, contains, createElement, filter, forEach, getElementById, id, innerHTML, innerText, item, length, log, map, onclick, push, querySelector, remove, split */	
Report: Functions (45)	

user.js

Report: Warnings (21)	
1. Line is longer than 80 characters.	2: 1
const bcrypt = require("bcrypt"); //serve para criptografar a senha enviada para o banco de dados	
2. Expected property 'require' to be ordered before property 'type'.	7: 5
require: [true, "Campo obrigatório"],	
3. Expected property 'trim' to be ordered before property 'unique'.	9: 5
trim: true, //remove os espaços em branco antes e depois	
4. Expected property 'minlength' to be ordered before property 'trim'.	10: 5
minlength: 3,	
5. Unexpected ','.	10: 17
minlength: 3,	
6. Expected property 'email' to be ordered before property 'nomeusuario'.	12: 3
email: {	
7. Expected property 'require' to be ordered before property 'type'.	14: 5
require: [true, "Campo obrigatório"],	
Report: Properties (22)	
/*property Schema, compare, default, email, exports, genSalt, hash, isModified, lowercase, matchPassword, methods, minlength, model, nomeusuario, partidas_jogadas, partidas_vencidas, pre, require, senha, trim, type, unique */	
Report: Functions (2)	

authmiddle.js

Report: Warnings (1)

1. Use `function (...);`, not `'(...)' =>` when arrow functions become too complex. 5: 40
`const protect = async (req, res, next) => {`

Report: Properties (15)

`/*property
 jwt_SECRET, clearCookie, cookies, env, error, exports, findById, id,
 message, redirect, select, sessionToken, userId, usuario, verify
*/`

Report: Functions (1)

`global User, console, jwt, module, process, protect, require`
`<protect>(req, res, next) =>` 5: 40
 `parameter next, req, res`
 `variable decoded, token, user`
 `global User, console, jwt, process`

db.js

Report: Warnings (1)

1. Use `function (...);`, not `'(...)' =>` when arrow functions become too complex. 3: 28
`const connectDB = async () => {`

Report: Properties (10)

`/*property
 MONGO_URI, connect, connection, env, error, exit, exports, host, log,
 message
*/`

Report: Functions (1)

`global connectDB, console, module, mongoose, process, require`
`<connectDB>() =>` 3: 28
 `variable conn`
 `global console, mongoose, process`

Validações The W3C Markup

dama_local.html

1. Info Trailing slash on void elements has no effect and interacts badly with unquoted attribute values.
From line 5, column 5: to line 5, column 28
`head><meta charset="UTF-8" /><`

2. Info Trailing slash on void elements has no effect and interacts badly with unquoted attribute values.
From line 6, column 5: to line 6, column 76
`8" /><meta name="viewport" content="width=device-width, initial-scale=1.0" /><`

3. Error An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).
From line 25, column 13: to line 25, column 62
`<`

4. Warning Consider using the `h1` element as a top-level heading only (all `h1` elements are treated as top-level headings by many screen readers and other tools).
From line 40, column 13: to line 40, column 16
`<h1>Azul:`

5. Warning Consider using the `h1` element as a top-level heading only (all `h1` elements are treated as top-level headings by many screen readers and other tools).
From line 39, column 13: to line 39, column 16
`<h1>Verme1`

home.html

1. **Error** An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).
From line 14, column 13 to line 14, column 62
``
2. **Error** End tag `br`.
From line 58, column 12 to line 58, column 16
`<p></br>2025 f`

cadastro.ejs

1. **Error** An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).
From line 13, column 13 to line 13, column 62
``
2. **Error** An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).
From line 45, column 13 to line 45, column 41
``
3. **Error** End tag `br`.
From line 52, column 12 to line 52, column 16
`<p></br>2025 f`

desenvolvedores.ejs

1. **Info** Trailing slash on void elements **has no effect** and **interacts badly with unquoted attribute values**.
From line 5, column 5 to line 5, column 28
`head>< meta charset="UTF-8" /> <`
2. **Info** Trailing slash on void elements **has no effect** and **interacts badly with unquoted attribute values**.
From line 6, column 5 to line 6, column 76
`8" />< meta name="viewport" content="width=device-width, initial-scale=1.0" /> <`
3. **Info** Trailing slash on void elements **has no effect** and **interacts badly with unquoted attribute values**.
From line 8, column 5 to line 8, column 46
`itle>< link rel="stylesheet" href="/dama.css" /></hea`
4. **Error** An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).
From line 14, column 13 to line 14, column 64
``
5. **Info** Trailing slash on void elements **has no effect** and **interacts badly with unquoted attribute values**.
From line 14, column 13 to line 14, column 64
``
6. **Info** Trailing slash on void elements **has no effect** and **interacts badly with unquoted attribute values**.
From line 30, column 17 to line 30, column 102
``
7. **Info** Trailing slash on void elements **has no effect** and **interacts badly with unquoted attribute values**.
From line 59, column 17 to line 59, column 102
``
8. **Info** Trailing slash on void elements **has no effect** and **interacts badly with unquoted attribute values**.
From line 91, column 9 to line 91, column 35
`><hr class="linha-footer" />`

documentacao.ejs

1.

Error

An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).

From line 14, column 13 to line 14, column 62

``

2.

Error

No `p` element in scope but a `p` end tag seen.

From line 107, column 13 to line 107, column 16

`</p>`

3.

Error

End tag `br`.

From line 176, column 12 to line 176, column 16

`<p></br>2025 f`

game-multiplayer.ejs

1.

Error

The element `button` must not appear as a descendant of the `a` element.

From line 18, column 35 to line 18, column 42

`"perfil"><button>Menu</`

2.

Error

An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).

From line 24, column 13 to line 24, column 62

``

3.

Warning

Consider using the `h1` element as a top-level heading only (all `h1` elements [are treated as top-level headings by many screen readers and other tools](#)).

From line 39, column 13 to line 39, column 16

`<h1>Vermel`

4.

Warning

Consider using the `h1` element as a top-level heading only (all `h1` elements [are treated as top-level headings by many screen readers and other tools](#)).

From line 40, column 13 to line 40, column 16

`<h1>Azul:`

login.ejs

1.

Error

An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).

From line 13, column 13 to line 13, column 62

``

2.

Error

An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).

From line 41, column 13 to line 41, column 41

``

3.

Error

End tag `br`.

From line 48, column 12 to line 48, column 16

`<p></br>2025 f`

perfil.ejs

1.

Error

An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).

From line 14, column 13 to line 14, column 62

``

2.

Error

Bad character `%` after `<`. Probable cause: Unescaped `<`. Try escaping it as `<`.

At line 29, column 32

`Bem-vindo(a), <% nomeusuario %`

3.

Error

Bad character `%` after `<`. Probable cause: Unescaped `<`. Try escaping it as `<`.

At line 33, column 44

`adas: <% p`

4.

Error

Bad character `%` after `<`. Probable cause: Unescaped `<`. Try escaping it as `<`.

At line 34, column 35

`rlas: <% partidas_ven`

5.

Error

Bad character `%` after `<`. Probable cause: Unescaped `<`. Try escaping it as `<`.

At line 35, column 35

`otas: <% partidas_der`

6.

Error

End tag `br`.

From line 70, column 12 to line 70, column 16

`<p></br>2025 f`

1. **Error** An `img` element must have an `alt` attribute, except under certain conditions. For details, consult [guidance on providing text alternatives for images](#).
From line 14, column 13 to line 14, column 62

``

2. **Error** End tag `br`.
From line 35, column 12 to line 35, column 16

`<p></br>`