

CMPS 2680 Lab Guided 8

Fall 2024

Part 1 - Setup

1. For this assignment you will have multiple files, so I would highly recommend creating a lab folder.
2. Inside of the lab8 folder you will run the following commands:

```
wget https://cs.csub.edu/~paul/cs2680/labs/lab8.zip;  
unzip lab8.zip;  
rm lab8.zip
```

This will create all of the files you will need for this lab.

3. Before you start coding, study `lab8.html`, `poker.js`, and `script.js` and spend some time understanding how the lab is set up. Notice, to access the code defined in `poker.js`, it was included BEFORE `script.js`
4. FOR LIST LAB YOU DO NOT NEED TO MAKE ANY CHANGES TO `lab8.html` or `poker.js`

Part 2 - TODOs

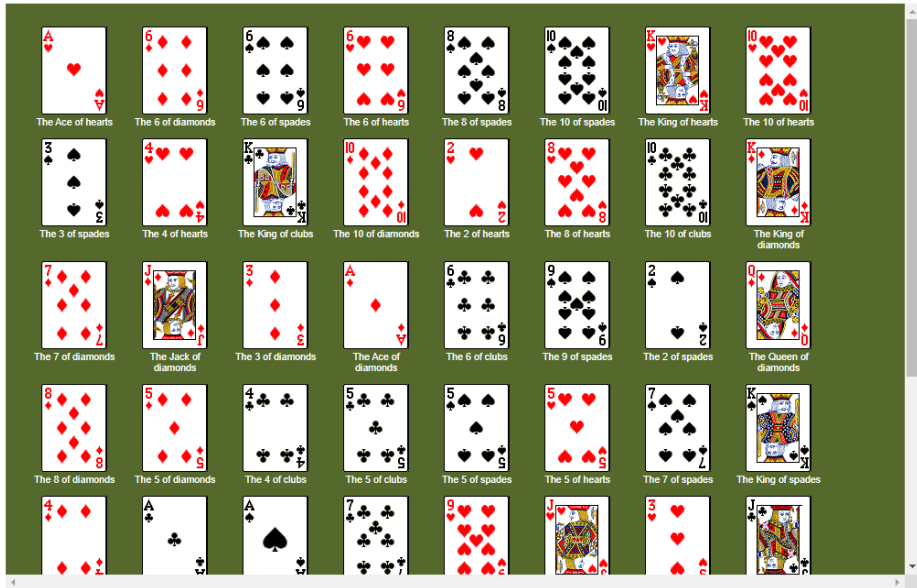
`script.js`:

1. Complete TODO #1 found in the code.
2. Complete TODO #2 found in the code.
3. Complete TODO #3 found in the code.
4. Do the TODOs one at a time and make sure each one works before moving on.
Don't forget you can always use some temporary code, like `console.log()` to verify that your code is executing properly. Be sure you check the developer console for syntax errors.
5. Once you have completed all three todos, you should be able to click shuffle to get a new deck of cards. Then one card should be dealt to the green area each time the deck is clicked (the "deck" is the face down card just above the SHUFFLE button)
6. Once all 52 unique cards are dealt:
 - The "deck" card should turn red, and clicking it should no longer work
 - The SHUFFLE button should turn green.
7. When the SHUFFLE button is clicked
 - The green area should be cleared
 - The "deck" card should turn blue
 - The "SHUFFLE" button should turn gray again.

Completed Example



SHUFFLE



SHUFFLE