**Lesson 8 - JavaScript: Objects and Scope**

**Homework**

**Questions**

1. Write some javascript that satisfies the following:
   1. Declare and initialize an object called **cat**
   2. Give the cat object a property called **color** and set it’s value to **black**
   3. Give the cat object a property called **numberOfPaws** and set its value to **4**
   4. Give the cat object a method called **meow** and call the console appropriately
2. Please determine whether each variable has **LOCAL** or **GLOBAL** Scope. Answer for variables ‘a’ ‘b’ ‘c’ and ‘d’

<script type=”text/javascript”>

var a = 100;

function testing() {

var b = 200;

c = “hello world”;  
}

d = “good bye”;

</script>

**Project**

* Copy the solution for lesson 6 and then put it into the solution for lesson 7
* Create a javascript file and add it at the end of the </body>
  + Index.js
* Functional navigation (navigation.js)
  + Create a javascript object called **navigation**
  + Give the **navigation** object a the following functions
    - **init()** 
      * console.log(‘init’);
    - **selectItem(listItem)**
      * console.log(‘init’);
    - **deselectItem(listItem)**
      * console.log(‘deselect item’);
    - **getSelectedItem()**
      * console.log(‘getSelectedItem’);
  + Wire up the **init** function
    - <http://www.w3schools.com/jsref/met_document_getelementsbytagname.asp>
    - Loop through each <li> tag
    - set listItem.onclick = selectItem(listItem);
  + Wire up the **getSelectedItem** function
    - <http://www.w3schools.com/jsref/met_document_getelementsbyclassname.asp>
    - return the <li> tag that is “active”
  + Wire up the **deselectItem(listItem)** function
    - Set the class to be empty string.
  + Wire up the **selectItem(listItem)** function
    - Call getselectedItem()
    - Call deselectItem() on the currently selected item
    - Set the class of the incoming **listItem** to have the value “active”