**Lab 5a: The Auto-O-Matic:**

For a better look to the code, please check the github repository in the link below

Here is the code without the output.

<!DOCTYPE html>

<html lang="en">

    <head>

        <title>Object-O-matic</title>

        <meta charset="UTF-8" />

    </head>

    <body>

        <script>

            function makeCar() {

              //As stated in the lecture, I just went with one car make "Toyota"

                var makes = ["Toyota"];

             //Made sure that the models are real as required in the lab 5a ask.

                var models = [

                    "Avalon",

                    "Belta",

                    "Camry",

                    "Corolla",

                    "Crown",

                    "Prius",

                    "4Runner",

                    "Rav4",

                    "Highlander",

                    "Land Cruiser (J300)",

                ];

                var years = [

               2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010,

                    2011, 2012, 2013, 2014, 2015,

                ];

                var colors = [

                    "Red",

                    "Pink",

                    "Orange",

                    "Yellow",

                    "Purple",

                    "Green",

                    "Blue",

                    "Brown",

                    "Violet",

                    "Black",

                    "Olive",

                    "Tan",

                ];

                var convertible = [false, true];

                //renamed the variables a more descriptive name

                var randMakes = Math.floor(Math.random() \* makes.length);

                var randModels = Math.floor(Math.random() \* models.length);

                var randYears = Math.floor(Math.random() \* years.length);

                var randColors = Math.floor(Math.random() \* colors.length);

                var randConvertible = Math.floor(Math.random() \* convertible.length);

                // the car object will be filled with random values

                var car = {

                    make: makes[randMakes],

                    model: models[randModels],

                    year: years[randYears],

                    color: colors[randColors],

                    convertible: convertible[randConvertible],

                };

                return car;

            }

            function displayCar(car) {

                console.log(

                    "Your new car is a " + car.year + " " + car.make + " " + car.model,

                );

            }

            // calling the makeCare function and store the return value (Object) to carToSell variable

            var carToSell = makeCar();

            //Calling the displayCar function to display the output in the console based on the random values that will be rendered from the makeCar function

            displayCar(carToSell);

        </script>

    </body>

</html>

Here is the Output:

Graphical user interface, text, application, email

Description automatically generated

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Description automatically generated