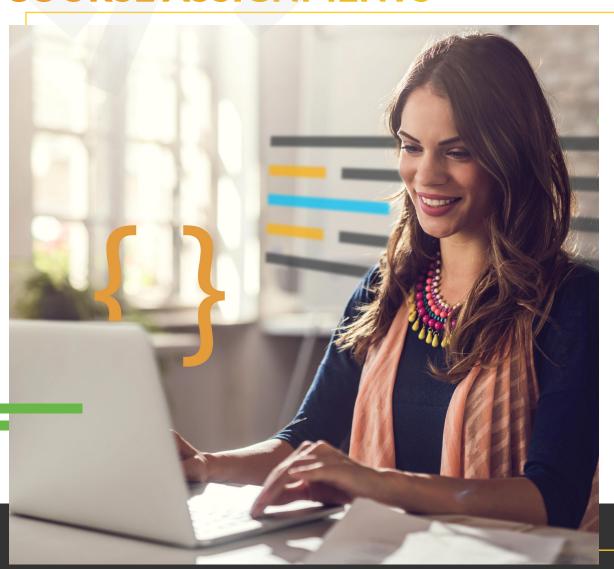


COURSE ASSIGNMENTS



INTERMEDIATE JAVASCRIPTOnline Short Course



ASSIGNMENT 2.1



INSTRUCTIONS

(BE SMART - SAVE TIME: READ THESE VERY CAREFULLY!)

Make sure that you read and fully understood the assignment before completing it. Make sure you submit your assignment to the Assignment Page.

By submitting your assignment, you agree to the following plagiarism declaration:

PLAGIARISM AND COPYING:

What is plagiarism?

Plagiarism is the use of other people's work without acknowledging the original work. Plagiarism is stealing somebody's intellectual property. It is pretending that someone else's work is your own. Committing plagiarism is unacceptable to Damelin, and will result in serious consequences for any person who is found guilty of plagiarism.

How is plagiarism committed?

- **1.** Cutting and pasting from electronic sources or copying from books, magazines, journals, etc. content, diagrams, tables, phrases and quotations in one's own document.
- **2.** Copying from the work of another student.
- **3.** Allowing a fellow student to copy your work.
- **4.** Using too many direct quotations.
- Rewriting someone else's ideas in your own words (paraphrasing) without referencing the source.

How can you avoid plagiarism?

- If you use any secondary sources from books or the internet while completing your assignments, you need to reference the original source, otherwise, you will be accused of plagiarism and disciplinary action will be taken against you by the College.
- Carefully and accurately acknowledge the source that you used to obtain information and ideas
 from. As you read, write down the details of the sources. Supply a list of references at the end of
 your essay, report or assignment.
- You may talk to other people to help you work through the assignment, as long as the work you submit will be your own work and not an assignment completed for you by another person, or one that you have copied from the learning material.
- You are not allowed to copy verbatim (word-for-word) from the learning material and submit this as your own work. You are not allowed to use the same examples that have been used in the learning material and submit this as your own work.

ASSIGNMENT 2.1

GUIDELINES

- **1.** There is one task in this assignment.
- 2. Once you have completed your assignment, save your application folder as a zip file and submit it to the Assignments page on the LMS.
- 3. You are required to do research in order to complete these tasks.

GRADING PERCENTAGE

10% of final mark.

TASK 1

Create a student class with the following spec:

- **Properties:** firstName (string), lastName (string), id (string), subjects (array), grades (array)
- Methods: getDetails(), calculateAverageGrades(), addSubject(), addGrades()!

TASK 2

Create a teacher class with the following spec:

- **Properties:** firstName (string), lastName (string), id (string), subject (string), hoursWorked (array), hourlyRate (int)
- Methods: getDetails(), calculateAverageHoursWorked(), addHoursWorked(), calculateRemuneration()

TASK 3

Create a manager class with the following spec:

- **Properties:** firstName (string), lastName (string), id (string), responsibilities (array), hoursWorked (array), hourlyRate (int)
- Methods: getDetails(), calculateAverageHoursWorked(), addHoursWorked(), calculateRemuneration()

TASK 4

Create getters and setters for all the properties.

TASK 5

Create a class called "Person". This should be the parent class of the previous three classes you created. Look at the properties and methods all the classes share and add them to this class.

TASK 6

GetDetails should return the user's full name and ID (eg. John Doe - 1234567890123).

TASK 7

CalculateRemuneration should sum all the hours worked and multiply by the hourly rate.

TASK 8

AddHoursWorked should take an integer parameter and add them to an array of hours worked.

TASK 9

CalculateAverageHours should calculate the average hours worked.

TASK 10

Override the GetDetails method in the teacher class to also include the teacher's subject.

Good luck!

