# Lab: Objects & Composition

Submit your solutions in the SoftUni judge system at:

<https://alpha.judge.softuni.org/contests/objects-and-composition-lab/2758>

## City Record

You will receive a city’s **name** (string), **population** (number), and **treasury** (number)as arguments, which you will need to set as **properties** of an **object** and **return** it.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 'Tortuga',  7000,  15000 | {  name: 'Tortuga',  population: 7000,  treasury: 15000  } |
| 'Santo Domingo',  12000,  23500 | {  name: 'Santo Domingo',  population: 12000,  treasury: 23500  } |

## Town Population

You have been tasked to create a registry for different **towns** and their **population**.

### Input

The **input** comes as array of strings. Each element will contain data for a town and its population in the following format: "{townName} <-> {townPopulation}"

If you receive the same town twice, **you should add** the **given population** to the **current one**.

### Output

As **output**, you must print all the towns and their population.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ['Sofia <-> 1200000',  'Montana <-> 20000',  'New York <-> 10000000',  'Washington <-> 2345000',  'Las Vegas <-> 1000000'] | Sofia : 1200000  Montana : 20000  New York : 10000000  Washington : 2345000  Las Vegas : 1000000 |
| ['Istanbul <-> 100000',  'Honk Kong <-> 2100004',  'Jerusalem <-> 2352344',  'Mexico City <-> 23401925',  'Istanbul <-> 1000'] | Istanbul : 101000  Honk Kong : 2100004  Jerusalem : 2352344  Mexico City : 23401925 |

## City Taxes

*This task is an extension of Problem 1, you may use your solution from that task as a base.*

You will receive a city’s **name** (string), **population** (number), and **treasury** (number)as arguments, which you will need to set as **properties** of an **object** and **return** it. In addition to the input parameters, the object must have a property taxRate with an initial value of **10**, and three **methods** for managing the city:

* collectTaxes() **-** Increase **treasury** by population \* taxRate
* applyGrowth(percentage) **-** Increase population by **given percentage**
* applyRecession(percentage) **-** Decrease treasury by **given percentage**

Round down the values after each calculation.

### Input

Your solution will receive three **valid** parameters. The methods that expect parameters will be tested with valid input.

### Output

Return an **object** as described above. The methods of the object modify the object and don’t return anything.

|  |  |
| --- | --- |
| **Input** | **Output** |
| const city =  cityTaxes('Tortuga',  7000,  15000);  console.log(city); | {  name: 'Tortuga',  population: 7000,  treasury: 15000,  taxRate: 10,  collectTaxes: [Function: collectTaxes],  applyGrowth: [Function: applyGrowth],  applyRecession: [Function: applyRecession]  } |
| **Testing with code** | |
| **Input** | **Output** |
| const city =  cityTaxes('Tortuga',  7000,  15000);  city.collectTaxes();  console.log(city.treasury);  city.applyGrowth(5);  console.log(city.population); | 85000  7350 |

## Object Factory

Create a function that can compose objects by copying functions from a given library of functions. You will receive **two** **parameters** – a **library** of functions as an associative array (object) and an **array of orders**, represented as objects**.** You must **return** a new array – the fulfilled orders.

The **first parameter** will be an object where each property is a **function**. You will use this **library of functions** to compose new objects.

The **second parameter** is an **array of orders**. Each order is an **object** with the following shape:

{

template: [Object],

parts: string[]

}

A **template** is an object that must be **copied**. The **parts array** contains the names of **required functions** as **strings**.

You must **create and return a new array**, by fulfilling all orders from the **orders array**. To fulfill an order, create a copy of the object’s template and then add to it all functions, listed in the **parts array** of the order, by taking them from the **function library** (the first parameter to your solution).

### Input

You will receive two parameters:

* library – an object
* orders – an array of objects

### Output

Your solution must **return an array** of objects.

### Example

|  |
| --- |
| **Input** |
| const library = {  print: function () {  console.log(`${this.name} is printing a page`);  },  scan: function () {  console.log(`${this.name} is scanning a document`);  },  play: function (artist, track) {  console.log(`${this.name} is playing '${track}' by ${artist}`);  },  };  const orders = [  {  template: { name: 'ACME Printer'},  parts: ['print']  },  {  template: { name: 'Initech Scanner'},  parts: ['scan']  },  {  template: { name: 'ComTron Copier'},  parts: ['scan', 'print']  },  {  template: { name: 'BoomBox Stereo'},  parts: ['play']  }  ];  const products = factory(library, orders);  console.log(products); |
| **Output** |
| [  {  name: 'ACME Printer',  print: [Function: print]  },  {  name: 'Initech Scanner',  scan: [Function: scan]  },  {  name: 'ComTron Copier',  scan: [Function: scan],  print: [Function: print]  },  {  name: 'BoomBox Stereo',  play: [Function: play]  }  ] |

## Assembly Line

Create a function that **returns** a **library of decorator functions**. They can be used to **compose** different functionality in a **car object** that they receive as an argument.

Your solution must **return an object**, containing **three decorator functions**:

hasClima – compose air conditioning controls into the passed-in object. This function takes an **object as a parameter** and adds to it the following properties:

* temp – **number** with default value **21**;
* tempSettings – **number** with default value **21**;
* adjustTemp – **function** which takes **no arguments**. If temp is less than tempSettings, this function adds 1 to temp. If temp is more than tempSettings, it decreases temp by 1. If temp and tempSettings are equal, the function does nothing.

hasAudio – compose audio player functionality into the passed-in object. This function takes an **object as a parameter** and adds to it the following properties:

* currentTrack – **object** with properties name (string) and artist (string). The default value is null;
* nowPlaying – **function**, which **prints** on the console the text:

`Now playing '${currentTrack.name}' by ${currentTrack.artist}` , where name and artist are properties of the currentTrack object. If currentTrack is null, this function does nothing.

hasParktronic – compose parking aid functionality into the passed in object. This function takes an **object as a parameter** and adds to it the following properties:

* checkDistance – **function**, which takes a **single argument** distance (number) and **prints** a message on the console, depending on its value:

distance < 0.1 – "Beep! Beep! Beep!"

0.1 <= distance < 0.25 – "Beep! Beep!"

0.25 <= distance < 0.5 – "Beep!"

In any other case, print an **empty string**.

### Input

Your **solution** will receive **no arguments**. All the methods in the returned library must take an **object as an argument**. Any methods that you compose into this object must meet the input requirements listed in the description above.

### Output

Your **solution** must **return an object** containing the **three decorators** described above.

### Example

|  |  |
| --- | --- |
| **Setup** | |
| const assemblyLine = createAssemblyLine();  const myCar = {  make: 'Toyota',  model: 'Avensis'  }; | |
| **Input** | **Output** |
| assemblyLine.hasClima(myCar);  console.log(myCar.temp);  myCar.tempSettings = 18;  myCar.adjustTemp();  console.log(myCar.temp); | 21  20 |
| assemblyLine.hasAudio(myCar);  myCar.currentTrack = {  name: 'Never Gonna Give You Up',  artist: 'Rick Astley'  };  myCar.nowPlaying(); | Now playing 'Never Gonna Give You Up' by Rick Astley |
| assemblyLine.hasParktronic(myCar);  myCar.checkDistance(0.4);  myCar.checkDistance(0.2); | Beep!  Beep! Beep! |
| console.log(myCar); | {  make: 'Toyota',  model: 'Avensis',  temp: 20,  tempSettings: 18,  adjustTemp: [Function],  currentTrack: {  name: 'Never Gonna Give You Up',  artist: 'Rick Astley'  },  nowPlaying: [Function],  checkDistance: [Function]  } |

## From JSON to HTML Table

You’re tasked with creating an HTML table of students and their scores. You will receive a single string representing an **array of objects**, the **table’s headings** should be equal to the **object’s keys**, while **each object’s values** should be a **new entry** in the table. Any **text values** in an object should be **escaped**, to avoid introducing dangerous code into the HTML.

### Input

The **input** comes with a **single string argument** (the array of objects).

### Output

The **output** should be printed on the console – for each **entry** **row** in the input print the **object** **representing** **it**.

### Note:

Objects’ **keys** will always be the **same.** Check more information for the **HTML Entity** [**here**](https://developer.mozilla.org/en-US/docs/Glossary/Entity)**.**

### HTML

You are provided with an HTML file to test your table in the browser.

|  |
| --- |
| index.html |
| <!DOCTYPE **html**> <**html lang="en"**> <**head**>  <**meta charset="UTF-8"**>  <**title**>FromJSONToHTMLTable</**title**>  <**style**>  **table**,**th**{  **border**: **groove**;  **border-collapse**: **collapse**;  }  **td**{  **border**: 1**px solid black**;  }  **td**,**th**{  **padding**: 5**px**;  }  </**style**> </**head**> <**body**>  <**div id="wrapper"**>  </**div**>  <**script**>  **function** *fromJSONToHTMLTable*(input){  *//Write your code here* }  **window**.onload = **function**(){  **let** container = **document**.getElementById(**'wrapper'**);  container.**innerHTML** = *fromJSONToHTMLTable*([**'[{"Name":"Stamat","Price":5.5},{"Name":"Rumen","Price":6}]'**]);  };  </**script**> </**body**> </**html**> |

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| `[{"Name":"Stamat",  "Score":5.5},  {"Name":"Rumen",  "Score":6}]` | <table>  <tr><th>Name</th><th>Score</th></tr>  <tr><td>Stamat</td><td>5.5</td></tr>  <tr><td>Rumen</td><td>6</td></tr>  </table> |
| `[{"Name":"Pesho",  "Score":4,  " Grade":8},  {"Name":"Gosho",  "Score":5,  " Grade":8},  {"Name":"Angel",  "Score":5.50,  " Grade":10}]` | <table>  <tr><th>Name</th><th>Score</th><th>Grade</th></tr>  <tr><td>Pesho</td><td>4</td><td>8</td></tr>  <tr><td>Gosho</td><td>5</td><td>8</td></tr>  <tr><td>Angel</td><td>5.5</td><td>10</td></tr>  </table> |