10/8/2020

Assignment for W3D2 Inheritance

**Part I:** Complete the following tasks from The JavaScript Language book. Try to answer them before looking at the solutions. You should work on each one for at least 10 – 20 minutes before looking at the solution. Write your own code for each of these in VSCode before looking at the answers. It is very helpful to have the ESLint checks running when you write your code. You can turn it off in a file if it is really trivial code that you do not need to debug with the following line at the top of that trivial file:

/* eslint-disable */

However, when writing any nontrivial code it finds a lot of bugs and although it takes a little extra time for the initial coding, it will save you a lot of time in the end. Equally important, it will develop good coding practices and make your code look much more professional and make you a better faster professional, faster!

1. Chapter: Inheritance, Section: Prototypal inheritance

Tasks

Working with prototype
Searching algorithm
Where it writes?
Why two hamsters are full?

2. Chapter: Objects, the basics, Section: Constructor, operator "new"

We did the following in a previous assignment. Review them to remind yourself of constructor functions.

Two functions – one object
Create new Calculator (copy the sandbox tests to your own mocha test file)
Create new Accumulator (copy the sandbox tests to your own mocha test file)

3. Copy the code from this website for the tictactoe game :
https://www.thatsoftwaredude.com/content/6189/coding-tic-tac-toe-in-javascript
   a. Today: just get it to run on your machine
   b. Saturday: refactor the pre-ES5 code to use modern JavaScript. In particular, replace the var declarations with let and const. That might require some further changes to the code.
   c. Tuesday: make it work for a 4X4 grid.