

Intro to JavaScript Week 5 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

Instructions: In VS Code, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your JavaScript project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

- 1. Create a menu app as seen in this week's video. What you create is up to you as long as it meets the following requirements.
 - **a.** Use at least one array.
 - **b.** Use at least two classes.
 - **c.** Your menu should have the options to create, view, and delete elements.

Screenshots of Code:



PROMINEO TECH

```
class Game {
 constructor(name, rating) {
   this.name = name;
   this.rating = rating;
 gameDetails() {
   return `${this.game} has a rating of ${this.rating}`;
class GameType {
constructor(name) {
  this.name = name;
   this.games = [];
 addGame(game) {
if (game instanceof Game) { You, 5 hours ago • adding initial classes
     this.games.push(game);
    } else {
      throw new Error(
       `you can only add games that are an instance of Game. Argument is not a Game: ${game}`
  describeGame() {
   return `Category ${type} has ${this.games.length} games in it`;
```

PROMINEO TECH

```
class Options {
       constructor() {
         this games = [];
         this.selectedGame = null;
       start() {
         let selection = this.showOptions();
         while (selection != 0) {
            switch (selection) {
              case "1":
                this createCategory();
                break:
              case "2":
                this.viewCategory();
                break:
              case "3":
                this deleteCategory();
                break;
51
              default:
                selection = 0;
            selection = this.showOptions();
         alert("Bye!");
        showOptions() {
          return prompt(`
          0) exit
          1) create a category
           2) view a category
           3) delete a category
           `);
```



PROMINEO TECH

```
showGameOptions(gameInfo) {
  return prompt(
    `0) back
         1) create game
         2) delete game
createCategory() {
  let name = prompt("Enter name for new game:");
  this.games.push(new GameType(name));
viewCategory() {
  let index = prompt("Enter index of Category you want to view");
  if (index > -1 \&\& index < this games length) {
    this.selectedGame = this.games[index];
    let description = `Category Name: ${this.selectedGame.name}`;
    for (let i = 0; i < this.selectedGame.games.length; i++) {</pre>
    description +=
        `) ${this.selectedGame.games[i].name} - ${this.selectedGame.games[i].rating}`;
    let selection = this.showGameOptions(description);
    switch (selection) {
     case "1":
        this createGame();
     case "2":
        this.deleteGame();
deleteCategory(){
    let index= prompt("Enter the index of the game you want to delete")
    if (index > -1 \&  index < this games length){
        this.games.splice(index, 1)
```

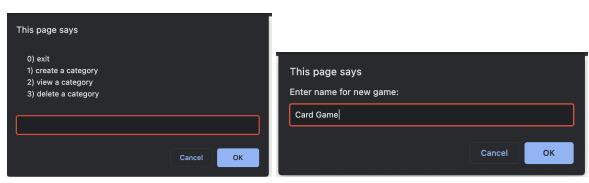
```
createGame() {
    let name = prompt("Enter name for new game");
    let rating = prompt("Enter rating for new game");
    this.selectedGame.games.push(new Game(name, rating));
}

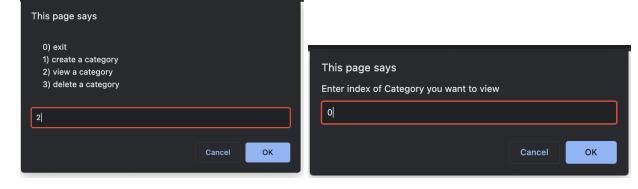
deleteGame() {
    let index = prompt("Enter index of the game you want to delete: ");
    if (index > -1 && index < this.selectedGame.games.length) {
        this.selectedGame.games.splice(index, 1);
    }
}

this.selectedGame.games.splice(index, 1);
}

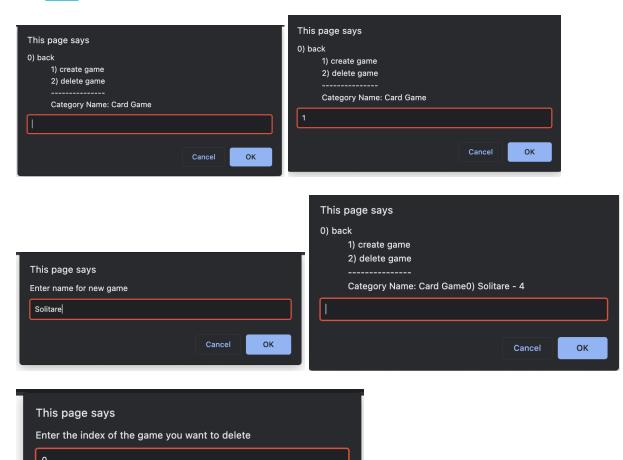
let options = new Options();
options.start();</pre>
```

Screenshots of Running Application:









ОК

Cancel

URL to GitHub Repository:

https://github.com/DanielleByrne/promineo-homework-week5