



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

```
1 You, 2 minutes ago | 1 author (You)
2
3 You, 5 hours ago | 1 author (You)
4 class Game {
5   constructor(name, rating) {
6     this.name = name;
7     this.rating = rating;
8   }
9   gameDetails() {
10    return `${this.name} has a rating of ${this.rating}`;
11  }
12 }
13
14 You, 2 minutes ago | 1 author (You)
15 class GameType {
16   constructor(name) {
17     this.name = name;
18     this.games = [];
19   }
20   addGame(game) {
21     if (game instanceof Game) {
22       this.games.push(game);
23     } else {
24       throw new Error(
25         `you can only add games that are an instance of Game. Argument is not a Game: ${game}`
26       );
27     }
28   }
29   describeGame() {
30     return `Category ${this.name} has ${this.games.length} games in it`;
31   }
32 }
```



PROMINEO TECH

```

You, 4 hours ago | 1 author (You)
32  class Options {
33      constructor() {
34          this.games = [];
35          this.selectedGame = null;
36      }
37      start() {
38          let selection = this.showOptions();
39
40          while (selection !== 0) {
41              switch (selection) {
42                  case "1":
43                      this.createCategory();
44                      break;
45                  case "2":
46                      this.viewCategory();
47                      break;
48                  case "3":
49                      this.deleteCategory();
50                      break;
51                  default:
                    You, 5 hours ago • adding initial c
52                      selection = 0;
53              }
54              selection = this.showOptions();
55          }
56
57          alert("Bye!");
58      }
59      showOptions() {
60          return prompt(`
61              0) exit
62              1) create a category
63              2) view a category
64              3) delete a category
65              `);
66      }
67  }
```



PROMINEO TECH

```
68     showGameOptions(gameInfo) {
69         return prompt(
70             `0) back
71             1) create game
72             2) delete game
73             -----
74             ${gameInfo}`
75         );
76     }
77
78     createCategory() {
79         let name = prompt("Enter name for new game:");
80         this.games.push(new GameType(name));
81     }
82
83     viewCategory() {
84         let index = prompt("Enter index of Category you want to view");
85         if (index > -1 && index < this.games.length) {
86             this.selectedGame = this.games[index];
87             let description = `Category Name: ${this.selectedGame.name}`;
88             for (let i = 0; i < this.selectedGame.games.length; i++) {
89                 description +=
90                     i +
91                     `) ${this.selectedGame.games[i].name} - ${this.selectedGame.games[i].rating}`;
92             }
93             let selection = this.showGameOptions(description);
94             switch (selection) {
95                 case "1":
96                     this.createGame();
97                     break;
98                 case "2":
99                     this.deleteGame();
100             }
101         }
102     }
103     deleteCategory(){
104         let index= prompt("Enter the index of the game you want to delete")
105         if (index > -1 && index < this.games.length){
106             this.games.splice(index, 1)
107         }
108     }
109 }
```



PROMINEO TECH

```
110
111 createGame() {
112     let name = prompt("Enter name for new game");
113     let rating = prompt("Enter rating for new game");
114     this.selectedGame.games.push(new Game(name, rating));
115 }
116
117 deleteGame() {
118     let index = prompt("Enter index of the game you want to delete: ");
119     if (index > -1 && index < this.selectedGame.games.length) {
120         this.selectedGame.games.splice(index, 1);
121     }
122 }
123 }
124
125 let options = new Options();
126 options.start();
127
```

Screenshots of Running Application:

This page says

- 0) exit
- 1) create a category
- 2) view a category
- 3) delete a category

Cancel OK

This page says

Enter name for new game:

Cancel OK

This page says

- 0) exit
- 1) create a category
- 2) view a category
- 3) delete a category

Cancel OK

This page says

Enter index of Category you want to view

Cancel OK



PROMINEO TECH

This page says

0) back

1) create game

2) delete game

Category Name: Card Game

Cancel OK

This page says

0) back

1) create game

2) delete game

Category Name: Card Game

Cancel OK

This page says

Enter name for new game

Cancel OK

This page says

0) back

1) create game

2) delete game

Category Name: Card Game0) Solitaire - 4

Cancel OK

This page says

Enter the index of the game you want to delete

Cancel OK

URL to GitHub Repository:

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