Lab 5 - Working with Functions and Objects (2%)

Part 1: I Object! (0.5%)

REQUIREMENTS: Using **Lab-5-1.html/js**…

1. Create a JavaScript object named ***meObject*** to represent yourself.
2. It will have four properties (you decide).
3. Use the console to output one of those properties.
4. Create a popup that will output two of those properties concatenated together. e.g. "My name is Sean and I am a teacher."
5. Comment the above line out and turn it into a method of your object.
6. Call this method.

Part 2: Make the Bank (1%)

REQUIREMENTS: Using **Lab-5-2.html/js**…

1. Create a JavaScript object to represent a bank customer.
2. Properties are: **lastName**, **branchNumber**, **accountBalance (500.25)**, & **interestRate (use 1.03 for 3%)**.
3. Methods are: **makeDeposit**, and, **makeWithdrawal**.
4. Both methods will each take one parameter.
5. Both methods will return a string of text: "Thank you, your current balance is now $X.XX" with the updated balance to two decimal places.

Now that you have created your object, let's call the methods…

6. Output the account starting balance to the console.
7. Deposit $200
8. Output the new balance to the console.
9. Withdraw $75
10. Output the new balance to the console.

STRETCH GOAL: Add Interest (0.5%):

1. Add another method: **addInterest**. This method will simply multiply the **accountBalance** by **interestRate**- don't worry about compound interest. This method will also return a string of text: "Thank you, your current balance is now $X.XX" with the updated balance to two decimal places.

2. Add another property: **multipleAccounts**. This will hold a Boolean value. If set to *true*, the addInterest method will *temporarily* add .005 to the interest rate. Be careful not to *permanently* increase the interest rate!
3. Use this new method to add interest to the bank customer account, after your deposit and withdrawal calls.
4. Output the new balance to the console.