# Don’t Forget to Carry the Two

1. **Controls**
   1. Sets up the array for the high scores
   2. Sets up the output for the sum
   3. Sets up the output for the average
2. **Start**
   1. Initialize the high scores array
   2. Create the paragraph tag
   3. Fill that paragraph tag with the sum
   4. Create another paragraph tag
   5. Fill that paragraph tag with the average
3. **Sum**
   1. Initialize the sum as 0
   2. Access the array
   3. Loop through every number in the array and add them all together
   4. Return that new number as the sum
4. **Average**
   1. Initialize the sum as 0
   2. Access the array
   3. Loop through every number in the array and add them all together
   4. Divide the sum by the length of the array, return that number as the average

# Seven Second Delay

1. **Controls**
   1. Sets up the input
   2. Sets up the button
   3. Sets up the output
   4. Sets up the array for the bad words
2. **Start**
   1. Create the input box
   2. Style the width, height, and placeholder for that input box
   3. Append the child element
   4. Create the button
   5. Style the width, height, and name of the button
   6. Add the event listener
   7. Append the child
   8. Create the output paragraph
   9. Style the width and height
   10. Append the child element
3. **On Button Click**
   1. Add how many bad words were detected to the paragraph tag
4. **Is a Bad Word**
   1. Set up the bad words as “Chevy, it, snow”
   2. Return the words to lowercase
5. **Bad Word Detect**
   1. Initialize the input field
   2. Split the words by spaces so each word can be counted individually
   3. Initialize count as 0
   4. Run through the array in a loop
   5. Add to the count for each bad word detected
   6. Return count

# My Pet Dragon

1. **Controls**
   1. Sets up the dragon div
   2. Sets up the feed button
   3. Sets up the play output
   4. Sets up the array for the stats
2. **Start**
   1. Initialize the dragon class
   2. Link the div to the dragon class
   3. Call on the display method to create the div
   4. Link the output to the dragon class
   5. Display the dragons name
   6. Display the dragons energy
   7. Display the dragons happiness
   8. Create the feed button
   9. Style the feed button’s width, height, and name
   10. Add the event listener
   11. Append the child element
   12. Create the play button
   13. Style the play button’s width, height, and name
   14. Add the event listener
   15. Append the child element
   16. Call on the feed method when the feed button is clicked
   17. Call on the play method when the play button is clicked
3. **Dragon Class**
   1. Set up the constructor to accept name, happiness, and energy
   2. Getters and Setters for all three variables, don’t allow happiness or energy to go above 50, or below 0. Also don’t allow any undefined values
   3. Feed method to add 2 energy and subtract 1 happiness
   4. Play method to add 2 happiness and subtract 2 energy
   5. Display method for creating the div
      1. If energy is less than 35 turn the div red
      2. If energy is greater than 35 turn the div green
      3. Run through the function to create divs we created last project
   6. Creates paragraph tag to display the dragons name
   7. Creates paragraph tag to display the dragons energy
   8. Creates paragraph tag to display the dragons happiness