# Advanced JavaScript Sample Exam – Poppy

## Poppy is (will be) a notification library for displaying popups. Problem is, the guy developing the library thought that SoftUni Conf was this weekend (14-15 March) and got prematurely drunk. And guess what - he only got as far as writing the HTML/CSS of the popup windows. It's your task to finish what he started and build a fully functional JavaScript notifier!

### The Popups

A **popup** has the following properties: **title**, **message**, **type**(*success*, *info*, *error*, *warning*), **autoHide**(holds if the popup should fade out after a period of time), **timeout**(the time the popup should fade out after), **closeButton**(holds if the popup should have a 'x' button), **callback**(a callback function that is executed at a certain event - e.g. when the popup is clicked).

* **Success(title, message)** - pops a green window
* **Info(title, message)** - pops a blue window that can be **removed** when the '**x**' button is clicked
* **Error(title, message)** - pops a red window that **automatically disappears** with after **3 seconds** by gradually **fading out**
* **Warning(title, message, callback)** - pops an orange window that when **clicked**, executes the passed **callback function**

All popups should **fade in** once **added** to the screen, and respectively **fade out** if **removed**.

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| **Source code** | **Sample Visual Output** |
| poppy.pop('*success*', ***title***, ***message***); poppy.pop('*info'*, ***title***, ***message***); poppy.pop('*error*', ***title***, ***message***); poppy.pop('*warning',****title***, ***message***, ***callback***); |  |

### Project Structure

Our developer left behind two scripts:

* **view-factory.js** - generates and returns **popup HTML** based on data received
* **controller.js** - gets a **popup** according to the passed **type**, and consults to the **view factory** for creating **HTML** of that popup; responsible for the core logic of the library
* **models.js** - empty script left for future implementation

The scripts seem to obey the high-quality code principle of **separation of concerns**. But are they really high-quality in terms of **quality JavaScript**?

The **models** are obviously missing, as well as the **core functionality** of the popups (fading in/out, etc.). It's your task to **finish the project** and **improve its quality**, following the best practices in JS and the provided application architecture. **Reveal** only what is necessary. **Avoid** code repetition and global scope pollution.

### Constraints

You are not allowed to use external libraries such as jQuery, only native JavaScript.