3.2.5 LAB Interaction

Scenario

Let's go back to our contact list. After some recent tweaks (i.e. using an array and objects) it is actually starting to look like a list. However, one quite serious problem remained. Changing data in the list, such as adding a new contact, has to be provided for right away in the program code. What if we want to give the user the ability to enter the data of the added contact while the program is running? Modify the program to add, at the end of the list, not the contact, which is given in the code, but the one which the user will give during the program run. Use the prompt method to do this. At the end, display the first and the last contact from the list.

**ANSWER:**

// Initial contact list using an array of objects

let contacts = [

{ firstName: "Alice", lastName: "akariza", phone: "074846738" },

{ firstName: "patrick", lastName: "cyizere", phone: "07886267483" }

];

// Prompting the user for a new contact's details

let firstName = prompt("Enter the first name:");

let lastName = prompt("Enter the last name:");

let phone = prompt("Enter the phone number:");

// Creating a new contact object

let newContact = {

firstName: firstName,

lastName: lastName,

phone: phone

};

// Adding the new contact to the end of the list

contacts.push(newContact);

// Displaying the first and last contact in the list

console.log("First contact:", contacts[0]);

console.log("Last contact:", contacts[contacts.length - 1]);

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