Loops.js

```
document.write=function(s){
 var scripts = document.getElementsByTagName('script');
 var lastScript = scripts[scripts.length-1];
 lastScript.insertAdjacentHTML("beforebegin",s);
names = new Array();
var temp = 0;
var check = 0;
var newCardButton = document.getElementById("buttonCreate");
newCardButton.addEventListener("click",Create Card);
var displayCardButton = document.getElementById("buttonDisplay");
displayCardButton.addEventListener("click",Show Card);
var resetButton = document.getElementById("buttonReset");
resetButton.addEventListener("click",Erase Cards);
function printCard() {
 var emailLine = "<strong>Email: </strong>" + this.email + "<br>";
 var addressLine = "<strong>Address: </strong>" + this.address + "<br/>br>";
 var birthLine = "<strong>Birhdate: </strong>" + this.birthdate + "<hr>";
function Card(name,email,address,phone,birthdate) {    // added birthdate
 this.email = email;
  this.address = address;
  this.birthdate = birthdate; // added birthdate
  this.printCard = printCard;
```

```
function Create Card(){
 var new_name = prompt("Enter your Full Name");
 var new email = prompt("Enter you Email");
 var new_street = prompt("Enter your Address");
 var new phone = prompt("Enter your Phone Number");
 var new card = new Card(new name, new email, new street, new phone,
start);
 cards[i]=new card;
 i++;
function Show_Card() {
 for(index; temp<cards.length; index++){</pre>
    cards[index].printCard();
function Erase_Cards(){
 location.reload();
```