



Intro to JavaScript Week 5 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

Instructions: In VS Code, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your JavaScript project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

1. Create a menu app as seen in this week's video. What you create is up to you as long as it meets the following requirements.
 - a. Use at least one array.
 - b. Use at least two classes.
 - c. Your menu should have the options to create, view, and delete elements.

**Screenshots of
Code:**



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```
File Edit Selection View Go Run Terminal Help Week5CodingAssignment.js - Promineo Tech Week 5 Coding Assignment - Visual Studio Code

// Week5CodingAssignment.js
// Class 1
class Characteristic {
  constructor(trait, physicalFeature) {
    this.trait = trait;
    this.physicalFeature = physicalFeature;
  }
  describe() {
    return `this minion is ${this.trait} and has ${this.physicalFeature} for a physical feature.`;
  }
}

// Class 2 with array to hold elements for class 1
class Minion {
  constructor(name) {
    this.name = name;
    this.characteristics = [];
  }
  // function to add elements to class 1 array
  addCharacteristic(characteristic) {
    if (characteristic instanceof Characteristic) {
      this.characteristics.push(characteristic);
    } else {
      throw new Error("You can only add an instance of Characteristic. Argument is not a characteristic: " + characteristic);
    }
  }
  describe() {
    return `${this.name} has ${this.characteristics.length} features.`;
  }
}

// Class to drive the application and all its choices
class Menu {
  constructor() {
    this.minions = [];
    this.selectedOption = null;
  }
  // Method to start the application
  start() {
    let selection = this.showMainMenuOptions();
  }
  // Loop to control the flow of the application and the main menu
  while (selection != 0) {
    switch (selection) {
      case 1:
        this.createMinion();
        break;
      case 2:
        this.viewMinion();
        break;
      case 3:
        this.deleteMinion();
        break;
      case 4:
        this.displayMinions();
        break;
    }
  }
}
```

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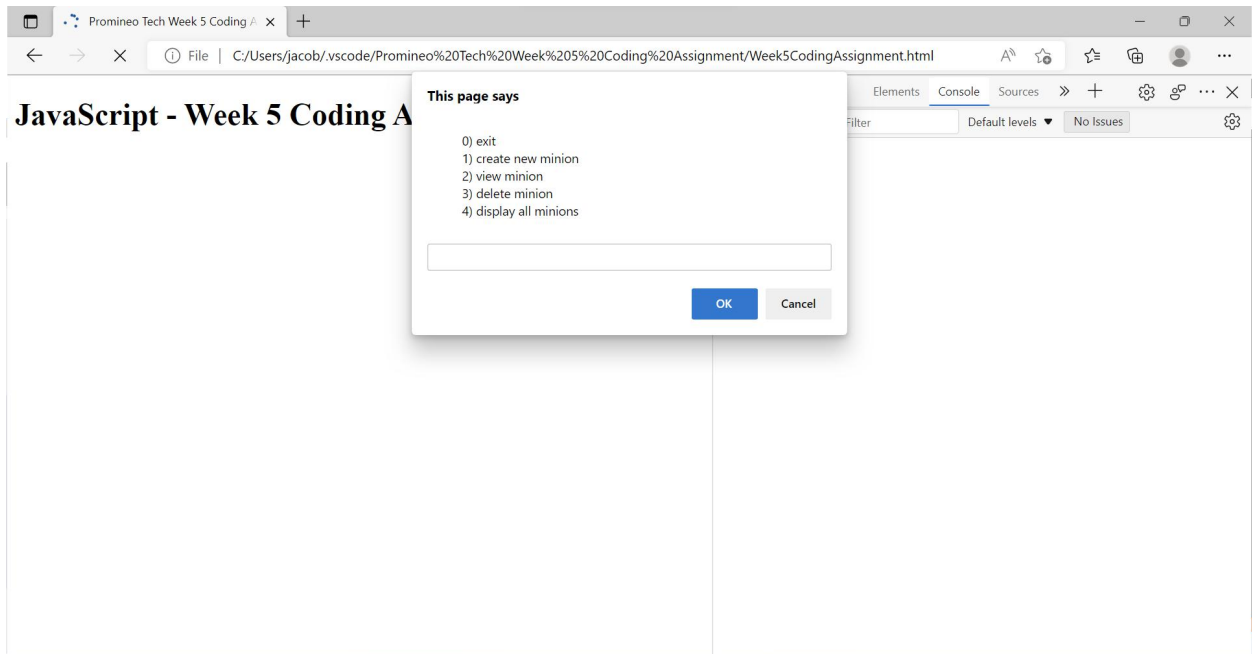


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```
File Edit Selection View Go Run Terminal Help
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// Week5CodingAssignment.js
// Method with loop for view option
viewMinion() {
  let index = prompt('Enter the index of the minion you wish to view:');
  if (index > -1 && index < this.minions.length) {
    this.selectedMinion = this.minions[index];
    let description = `Minion Name: ${this.selectedMinion.name} \n`;
    for (let i = 0; i < this.selectedMinion.characteristics.length; i++) {
      description += i + ' : ' + this.selectedMinion.characteristics[i].trait + '\n';
      description += i + ' : ' + this.selectedMinion.characteristics[i].physicalFeature + '\n';
    }
  }
  // Loop to control the flow of the sub menu
  let selection = this.showMinionMenuOptions(description);
  while (selection) {
    case '1':
      this.createCharacteristic();
      break;
    case '2':
      this.deleteCharacteristic();
      break;
  }
}
// Method with loop for delete option on main menu
deleteMinion() {
  let index = prompt('Enter the index of the minion you wish to delete:');
  if (index > -1 && index < this.minions.length) {
    this.minions.splice(index, 1);
  }
}
// Method with loop for create option on sub menu
createCharacteristic() {
  let trait = prompt('Enter trait for new characteristic:');
  let physicalFeature = prompt('Enter physical feature for new characteristic:');
  this.selectedMinion.characteristics.push(new Characteristic(trait, physicalFeature));
}
// Method with loop for delete option on sub menu
deleteCharacteristic() {
  let index = prompt('Enter the index of the characteristic you wish to delete:');
  if (index > -1 && index < this.selectedMinion.characteristics.length) {
    this.selectedMinion.characteristics.splice(index, 1);
  }
}
// Instance to instantiate the start the application method
let menu = new Menu();
menu.start();
}
```

Screenshots of Running Application:





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JavaScript - Week 5 Coding Assignment

This page says

Enter name for new minion:

Jacob Studer

OK Cancel

JavaScript - Week 5 Coding Assignment

This page says

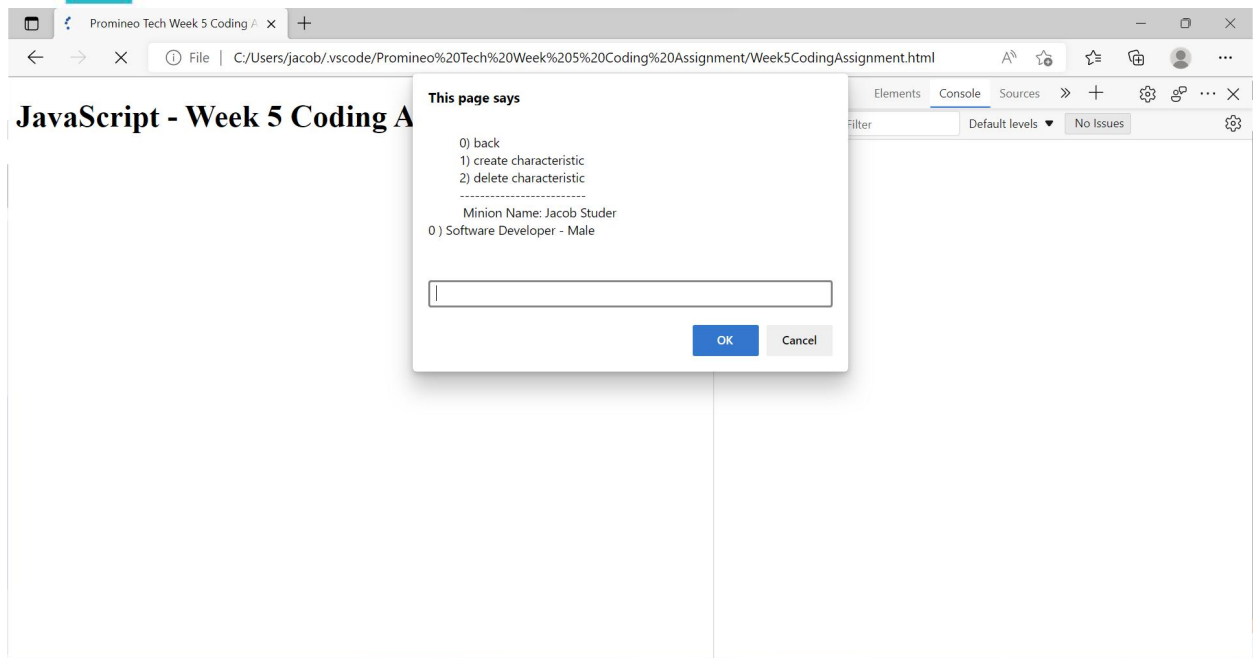
0) back
1) create characteristic
2) delete characteristic

Minion Name: Jacob Studer

OK Cancel



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URL to GitHub Repository: <https://github.com/JacobStuder/Promineo-Tech-Week-5-coding-Assignment.git>