| Sprint 8, Assignment 10.5 Please also update the doc name with correct numbers. | |
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| Assignment type: JS Interactive | |
| Assignment name  Can remain the same as the assignment topic name, or…  can be created depending on the task in the active form, e.g. “Create your own X” | “If ... else if ... if statement” |
| BDG Description\*  What is the task and why is it important?  In this part, it’s encouraged to think about storytelling and future job-specific context e.g. “You’ve been asked to help out X with Y. They want Z on their website, yet aren’t too sure on how to achieve it”.  Drawing on practical examples and adding context can increase a student's motivation and increase long term learning according to Instructional Design principles, because this helps to relate some familiar or existing knowledge to new bits of information.  This will appear in the course as text before a button, leading to the interactive platform assignment. | Congratulations! You’ve just secured a third client: a local Pizza restaurant has started a rewards program, and they need you to begin building-out this part of their website. Their customers will be able to collect points after every order and use them to receive tasty rewards. Let’s use conditionals in order to trigger different messages to customers when they visit the site, based on their point totals. |
| The Assignment  A short specific description of the assignment and tasks using bullet points that the student will need to do. | Test an “if” statement  Test an “else” statement  Test an “else if” statement  Test a ternary statement |

| Steps  Step-by-step instructions on what the student should do. | | |  |
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| Step # | Step  Write each small step of the task | At least 1x hint(s)  Write some text (not necessarily, but can also be a part of code if relevant) which would hint the student to figure out the correct step forward. | The correct output should be…  (if relevant to the task) |
| 1 | Create an “if” statement to test something | Create a variable for the cash-points balance a user has, and then  write a conditional statement where, if the user has less than 100 points, it is console logged that “You don’t have enough for a complementary pie, yet - please come back later!” | **let userPoints = 0;**  **if(userPoints < 100)**  **console.log(`You don’t have enough for a complementary pie, yet - please come back later!`);** |
| 2 | Add an additional conditional using “else” | Add a second condition that, if the user has between 100 and 200 points: “Please choose any small pizza on us!” | let userPoints = 1;  if(userPoints < 100)  console.log(`You don’t have enough for a complementary pie, yet - please come back later!`);  **else**  **console.log(`Please choose any small pizza on us!`);** |
| 3 | Add additional conditionals, using “else if” and a logical operators | Update your second condition to be an “else if”, where if the user has between 100 and 200 points (use the && logical operator), console log “Please choose any small pizza on us!”  Add two more conditions, using “else if” and “else” statements:   * If you have between 200 and 300 points: “Please have a medium pizza of your choice for free!” * If you have more than 300 points: “Any large pizza is on the house - thank you for being such a loyal customer!” | let userPoints = 201;  if(userPoints < 100)  console.log(`You don’t have enough for a complementary pie, yet - please come back later!`);  else **if** **(userPoints > 99 && userPoints < 200)**  console.log(`Please choose any small pizza on us!`);  **else if (userPoints > 199 && userPoints < 300)**  **console.log(`Please have a medium pizza of your choice for free!`);**  **else**  **console.log(`Any large pizza is on the house - thank you for being such a loyal customer!`);** |
| 4 | Add a ternary statement | The owner is considering a special, secret bonus, so also write a ternary statement that checks to see whether the balance is over 1,000 points -   * if it is, console.log “Congratulations! We would like to invite you to a special dining experience - please call with your account info handy * If it is not, say “By the way - we love having you as a customer. Please keep coming back for something special …” | (After the above conditional)  **if(userPoints > 1000) {**  **console.log("Congratulations! We would like to invite you to a special dining experience - please call with your account info handy");}**  **else {**  **console.log("By the way - we love having you as a customer. Please keep coming back for something special …");}** |
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