| Sprint 8, Assignment 10.6 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” | “Switch” |
| 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. | The local Pizza place would like to update their website so that it greets people visiting the website with unique messages for each day of the week |
| The Assignment  A short specific description of the assignment and tasks using bullet points that the student will need to do. | Write a switch that includes at least two “cases” and a “default” case (plus “breaks”) |

| 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 a weekDay variable and store a day of the week in it |  | let weekDay = “Monday”; |
| 2 | Write a switch statement | Write a switch statement for Monday that console-logs a Pizza-themed greeting for Monday (and make sure to add a “break”) | let weekDay = "Monday";  **switch (weekDay) {**  **case "Monday":**  **console.log("Time to make da Pizzas!");**  **break;**  **}** |
| 3 | Write six more switch statements (one for each day of the week) | Write similarly-themed greetings (and switches) for each subsequent day of the week | let weekDay = "Saturday";  switch (weekDay) {  case "Monday":  console.log("Time to make da Pizzas!");  break;  **case "Tuesday":**  **console.log("Tuesday is two days too long without pizza ...");**  **break;**  **case "Wednesday":**  **console.log("Nothing cures the mid-week blues like pizza!");**  **break;**  **case "Thursday":**  **console.log("Thursday's Special Secret Surprize Pie day!");**  **break;**  **case "Friday":**  **console.log("Friday night, and Pizza's alllll riiiiight!");**  **break;**  **case "Saturday":**  **console.log("Saturday, Game Day - really any day is a good time for Pizza!");**  **break;**  **case "Sunday":**  **console.log("Lazy Sundays are only made better with extra cheese!");**  **break;**  **}** |
| 4 | Add a default case | Define a “default” case (which will cover all other inputs), alerting whomever maintains the site that something is wrong (like, “Something is funny about today” or “What day of the week is it?” etc) | let weekDay = **"3"**;  switch (weekDay) {  case "Monday":  console.log("Time to make da Pizzas!");  break;  case "Tuesday":  console.log("Tuesday is two days too long without pizza ...");  break;  case "Wednesday":  console.log("Nothing cures the mid-week blues like pizza!");  break;  case "Thursday":  console.log("Thursday's Special Secret Surprize Pie day!");  break;  case "Friday":  console.log("Friday night, and Pizza's alllll riiiiight!");  break;  case "Saturday":  console.log("Saturday, Game Day - really any day is a good time for Pizza!");  break;  case "Sunday":  console.log("Lazy Sundays are only made better with extra cheese!");  break;  **default:**  **console.log("Something is funny about today ... What day of the week is it?");**  **break;**  } |
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