| Sprint 9, Assignment 1.9 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 phrased in the active/imperative voice(depending on the task), e.g. “Create your own X” | “Functions vs Methods” |
| Description  The essential tasks a student must perform in order to complete the assignment | A fellow elf colleague was tinkering with Santa’s social media platforms and asked you for help: they need to be able to tweet (or Instagram, or whatever is hip n cool with the youths these days) Santa’s catchphrase to gift recipients. In fact, they wanted to know if you knew of a way to store multiple holiday catch-phrases in a way that could also include people’s names in the reply - so:   * make an object, * store Santa’s catch-phrase, and (if you can) * Make it concatenate a person’s name (so that it’s more personal) |
| Link to full code file (Answer)  Push a full code file to our [GitHub repo](https://github.com/bitdegree-foundation/academy-assignments-code-files) for this sprint’s assignment and paste a link to that file here. Please write the file in a concise and clear format, according to the “[example-js-code-file](https://github.com/bitdegree-foundation/academy-assignments-code-files/blob/master/example-js-code-file.js)” found in our repo. |  |

| # | Step  Write each small step of the task. These assignments should be doable by students on their own (without any BitDegree instructor help). It can be any number of steps, but keep them pretty clear and separate (don’t combine 2 steps into 1 step). | 1x hint  Write brief text or partial code that would help the student figure out how to move forward or accomplish the given step. | Output (if relevant to the step) Our platform will be able to run the code and check the output |
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| 1 | Declare an object | Hint: objects are declared using curly braces | const object = {  } |
| 2 | Give that object a function property called "santaGreeting" | Hint: declaring a function within an object makes that function the object’s property | const object = {  santaGreeting: function(){  }  } |
| 3 | Store santa's catchPhrase as an argument in the function and log it to terminal | Hint: functions can declare internal variables | const object = {  santaGreeting: function(){  const catchPhrase = "HO-ho-hoo! ME-Rry Chistmas!";  console.log(catchPhrase);  }  } |
| 4 | Make the function return the catchPhrase | Hint: use a “return” statement | const object = {  santaGreeting: function(){  const catchPhrase = "HO-ho-hoo! ME-Rry Chistmas!";  console.log(catchPhrase);  return catchPhrase  }  } |
| 5 | Call your function | Hint: methods have to target an object | object.santaGreeting(); |
| 6 | Change the name of your object to catchPhrases, and the name of your constant to santa |  | const catchPhrase = {  santaGreeting: function(){  const santa = "HO-ho-hoo! ME-Rry Chistmas!";  console.log(santa);  return santa  }  } |
| 7 | Add a second function property to your catchPhrase object, and have it return a favorite catch phrase of yours as a string | Bonus: try to copy your function using your editor’s keyboard shortcuts  Hint: in VS Code, alt + shift (Windows or Mac) + up or down arrow | const catchPhrase = {  santaGreeting: function(){  const santa = "HO-ho-hoo! ME-Rry Chistmas!";  console.log(santa);  return santa  },  batmanGreeting: function(){  const batman = "I am vengance ... I am the NIGHT. I. AM. BATMAN!";  console.log(batman);  return batman  }  } |
| 8 | Call your new catchPhrase function |  | catchPhrase.batmanGreeting(); |
| 9 | BONUS: Make one or more of your functions capable of taking an input parameter and returning it as a concatenated string | Hint: give your functions input arguments | const catchPhrase = {  santaGreeting: function(input){  const santa = `Hello ${input}! HO-ho-hoo! ME-Rry Chistmas!`;  console.log(santa);  return santa  },  batmanGreeting: function(input){  const batman = `${input} - I am vengance ... I am the NIGHT. I. AM. BATMAN!`;  console.log(batman);  return batman  }  }  catchPhrase.batmanGreeting("Suzy"); |
| ... |  |  |  |