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| Sprint 9, Assignment 5.6 Please also update the doc name with correct numbers. | |
| 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” | “Function with a Timeout” |
| 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. | As the countdown to take-off approaches and more last-minute changes to the delivery list come in, your manager would like you to script in a “finalList” function that will produce once the timer hits zero (you do not need to nest your kids function in this - simply return a place-holder string) |
| The Assignment  A short specific description of the assignment and tasks using bullet points that the student will need to do. | * Declare a recursive function that * Returns a parameter |

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| Steps  Step-by-step instructions on what the student should do. | | |  |
| 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 | Declare a function that takes in an argument |  |  |
| 2 | Use a conditional that compares that argument to 0 and, as long as it is still greater, recursively-calls the function - but re-submits the argument as decreased by 1 | Hint: effectively, you are creating a function that says, “Hey! So long as \*this\* number isn’t zero, do ‘me’ again, but with one less/a smaller number” | function countDown(daysLeft) {          if (daysLeft > 0) {              console.log(daysLeft);              countDown(daysLeft - 1);          }      }      countDown(10); |
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