

Intro to JavaScript Week 5 Coding Assignment

Points possible: 75

URL to Your GitHub Repository:

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.

GitHub Link

https://github.com/JohnBerryJr/Week5CodingAssignment



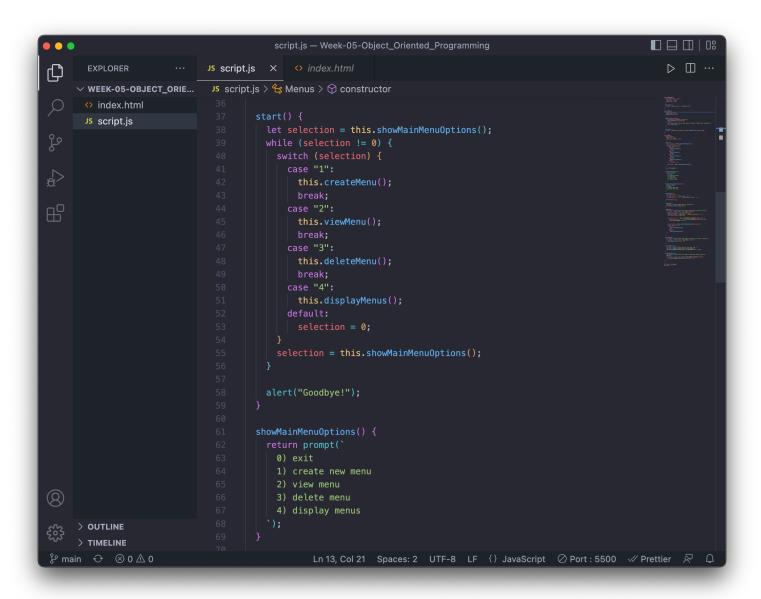
Screenshots of Code:

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script.js — Week-05-Object_Oriented_Programming
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                             EXPLORER
                             JS script.js > ♀ Menus > ⊖ constructor

✓ WEEK-05-OBJECT_ORIE...

      index.html
       Js script.js
                                         let selection = this.showMainMenuOptions(description);
                                            this.createMenuItem();
                                          case '2':
                                            this.deleteMenuItem();
                                       let index = prompt('Enter the index of the menu you want to delete:');
                                       if (index > -1 && index < this.menus.length) {
                                         this.menus.splice(index, 1);
                                     createMenuItem() {
                                       let type = prompt('Enter type for menu item:');
                                       this.selectedMenu.menuItem.push(new MenuItem(name, type))
                                       let index = prompt('Enter the index of the menu item you wish to
                                       if (index > -1 && index < this.selectedMenu.menuItem.length) {
                                        this.selectedMenu.menuItem.splice(index, 1);
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     > TIMELINE
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script.js — Week-05-Object_Oriented_Programming
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                              JS script.js X → index.html
       EXPLORER
                              JS script.js > 😝 Menus > 😭 constructor

✓ WEEK-05-OBJECT_ORIE...

       index.html
       Js script.js
                                      showMenusMenuOption(menuInfo) {
                                       return prompt(`
                                        2) delete menu item
                                      displayMenus() {
                                        this.menus.push(new Menu(menu));
                                      viewMenu() {
                                        let index = prompt('Enter the index of the menu you wish to view');
                                        if (index > -1 \&\& index < this.menus.length) {
                                           for (let i = 0; i < this.selectedMenu.menuItem.length; i++) {</pre>
(
                                            description += i + ') ' + thisl.selectedMenu.menuItem[i].name + ' - '
                                             + this.selectedMenu.type[i]
     > OUTLINE
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凸
         EXPLORER
                                    JS script.js X ↔ index.html

✓ WEEK-05-OBJECT_ORIE...

                                    JS script.js > ♦ Menus > ♦ constructor
        index.html
         Js script.js
                                                       this.deleteMenuItem();
                                                 let index = prompt('Enter the index of the menu you want to delete:');
                                                 if (index > -1 \&\& index < this.menus.length) {
                                                   this.menus.splice(index, 1);
                                                 let type = prompt('Enter type for menu item:');
                                                 this.selectedMenu.menuItem.push(new MenuItem(name, type))
                                                 let index = prompt('Enter the index of the menu item you wish to
                                                if (index > -1 && index < this.selectedMenu.menuItem.length) {</pre>
                                                  this.selectedMenu.menuItem.splice(index, 1);
(2)
       > OUTLINE
       > TIMELINE
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