

Exercise 4: Discount? Wow

In this exercise, you will be required to write a set function both with and without the set keyword.

We'll cover the following ^

- Problem Statement
 - First Part
 - Second Part
 - Sample Input
 - Sample Output
- Part 1
- Part 2

Problem Statement

This exercise has **two parts**.

First Part

The shop has decided to offer a **10%** discount on **Cheese**. In the first part, you are required to write a **set** function **setPrice** which updates the **price** after computing the discount.

Second Part

In the second part, you are required to implement the same functionality but this time you need to make the function using the **set** keyword instead. As an addition, you also need to call **setPrice** in the **testFunc** function given.

Note: We are only using the **testFunc** function for testing purposes, so there's no need to worry. Just call your function there.

Sample Input

20

Sample Output

18

Note: The skeleton function for `setPrice` is given in both code tabs. Right now, it is not being passed any parameters. You need to pass it appropriate *parameter/parameters*, so use appropriate *keywords* and write the code for implementation as well.

The solution for both exercises is available in the code widget below. However, it'll be good practice to solve the problems yourself first. Good luck!

Part 1

JS

```
//Part 1: declare the function with appropriate parameters "without" using the set keyword and
var product = {
  name: 'Cheese',
  price: 20,
  amount: 10,
  madeIn: 'USA',
  totalBill() {
    return (this.price*this.amount)
  },
  //write the correct declaration and also write the implementation
  setPrice(){}
}
```



Part 2

```
//Part 2: declare the function using "set" keyword and appropriate parameter/parameters, impl
var product = {
  name: 'Cheese',
  price: 20,
  amount: 10,
  madeIn: 'USA',
  totalBill() {
```

```
        return (this.price*this.amount)
    },
    //write the correct declaration and also write the implementation

    setPrice(){}
}

//Zero is just a default value, change it to set temp equal to a number of your choice.
//the test case will run for the value of temp that you set
var temp = 0

function testFunc(){
    //call setPrice and set the new value of "price" equal to "temp" here
}
```

