[**Assignment 5 (JQuery)**](https://bblearn.tri-c.edu/webapps/assignment/uploadAssignment?content_id=_6250356_1&course_id=_50763_1&assign_group_id=&mode=view)

* + First, make sure you have the latest version of the [Week 5 Folder](https://github.com/DonnieSantos/IT-2320/tree/master/Week%205%20-%20Introduction%20to%20JQuery) from [GitHub](https://github.com/DonnieSantos/IT-2320).
  + Open the CheckerBoard solution in Visual Studio by double-clicking the .sln file.
  + Run the project by hitting F5, or clicking the green "Start" button.
  + Study and familiarize yourself with the code before adding your modifications.

**When you are ready, your instructions are to use JQuery to implement the following requirements:**

* + If you click on an empty cell, nothing happens.
  + If you click on an occupied cell, select that cell and visually highlight it.
  + If you have a cell selected, the next cell you click on will receive the piece you chose to move.
  + If you move to the same cell you selected originally, the cell is deselected and nothing happens.
  + There are no rules for where you can move, and any piece existing on a cell you move to is destroyed.

[**Assignment 6 (Object Oriented JavaScript)**](https://bblearn.tri-c.edu/webapps/assignment/uploadAssignment?content_id=_6250358_1&course_id=_50763_1&assign_group_id=&mode=view)

* + Your instructions are to create an object graph to represent your favorite sports team, cast of movie characters, or any other group of interesting objects. You must use a **JavaScript CONSTRUCTOR** to define object attributes, and to instantiate your objects, as demonstrated in the video lecture. You must also use the **JavaScript PROTOTYPE** property to define and invoke at least one object function. When you are done, write an extremely simple HTML document to show the contents of your object graph. Don't forget to invoke at least one object function you defined in the class prototype. Your method of accessing the JavaScript objects to put them on the screen is irrelevant, I simply want to see a **demonstrated understanding of JavaScript class definitions, instantiating objects, and invoking prototype functions**.

[**Assignment 7 (Working with JSON)**](https://bblearn.tri-c.edu/webapps/assignment/uploadAssignment?content_id=_6250359_1&course_id=_50763_1&assign_group_id=&mode=view)

* + Your instructions are to first craft your own data set using JSON format. You should do it by hand in notepad so that you get good practice writing JSON from scratch. Make your data set represent the structure of some content you want to display on your page. The data does not have to be extremely complex, but it should be significant enough to demonstrate mastery of JSON, for example, use some arrays and sizeable objects. Do not just copy and paste JSON and change the names and values; if you do this, you will have a very hard time actually learning it, and future assignments will be difficult. When you have your JSON object(s) ready, proceed to use JQuery to select elements in your HTML/DOM to display your data to verify the integrity of the object structure. The CSS layer is not necessary, but you may use CSS to make your page look nicer.

**If you receive a "Newtonsoft.json" error when trying to build/run a Visual Studio Solution, run the following command in the Visual Studio NuGet Package Console, as depicted in the screenshots below, and as described in this**[**StackOverflow Article**](https://stackoverflow.com/questions/22507189/could-not-load-file-or-assembly-newtonsoft-json-version-4-5-0-0-culture-neutr)**.**