NAME :MARIYAM MAHNOOR COURSE: BLOCKCHAIN PROGRAMMING SECTION: "B" DATE: 7-DEC-2020

PROJECT MANAGEMENT TOOL with HERITANCE:

```
// define assignee class
class Assignee{
    constructor(name ,title,status){
        this.name= name
        this.title= title
       this.status= status
        this.Assigneepay='50000pkr'
    ChangeStatus(value){
        this.status= value
        return this.status
    AssigneePay(){
        return this. Assigneepay
    AssigneeDetails(){
        console.log("name :"+this.name)
        console.log("title :"+this.title)
        console.log("status "+this.status)
// creating objects with assignee class
var hamza= new Assignee('Hamza khan','finance Manager','active')
var musab= new Assignee('Musab khan','machanical Engineer','active')
var Ali= new Assignee('ali khan','marketing Manager','active')
var Mustafain = new Assignee('Mustafain khan','web designer','fresher')
var owais= new Assignee('Owais khan',' graphic Designer','active')
console.log(hamza.AssigneePay())
console.log(owais)
owais.ChangeStatus("internee")
console.log(owais)
class tasks extends Assignee{
    constructor(name,tdays,AssigneeId,taskstatus){
        super();
        this.tname = name
        this.tdays = tdays
```

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this.AssigneeId= AssigneeId
        this.taskstatus= taskstatus
    ChangeTaskStatus(value){
        this.taskstatus= value
   salary(){
       console.log("salary")
       return super.AssigneePay()
    taskPercentage(tadays,compdays){
        var per = tadays/compdays * 100;
        return per;
// creating objects with tasks class
var task1 = new tasks('architecture',5,hamza,'inprogress')
var task2 = new tasks('development_1',10,Ali,'notstarted')
var task3 = new tasks('development_2',4,musab,'done')
var task4 = new tasks('development_3',15,owais,'inprogress')
console.log(task1.salary())
console.log(owais)
// creating map for multiple tasks
var blockchain task = new Map();
blockchain_task.set('1',task1);
blockchain_task.set('2',task2);
blockchain_task.set('3',task3);
blockchain_task.set('4',task4);
// define project class
class project extends tasks{
    constructor(name, type, days, tasks, dayscompleted){
        super();
        this.tasks = tasks
        this.status="in progress";
        this.days = days
        this.name=name
        this.type = type
        this.dayscompleted = dayscompleted
    projectDetails(){
        console.log(this.name)
        console.log(this.type)
        console.log(this.days)
        console.log("days completed "+this.dayscompleted)
        console.log(super.salary())
    getTaskPercentage(taskid){
        var task = this.tasks.get(taskid);
        var taskDays = task.tdays;
        var per = super.taskPercentage(taskDays,this.dayscompleted);
        return 'The Percentage of ' + task.tname + ' is : ' + per;
```

```
print(){
   return this.tasks
totaltasks(){
   return this.tasks.size
daysRemaining(){
   var remainingday=this.dayscompleted-this.days
   return remainingday
status_(){
   var i=0;
    var j=0;
   var k=0;
    for (let [key, value] of this.tasks.entries()) {
       if(value.taskstatus =="done"){
            console.log(key + ' = ' + value.taskstatus)
            i+=1;
       else if(value.taskstatus =="inprogress"){
            console.log(key + ' = ' + value.taskstatus)
            j+=1;
            console.log(key + ' = ' + value.taskstatus)
            k+=1;
      console.log(`Completed task ${i}`)
      console.log(`Inprogress task ${j}`)
      console.log(`Not started task ${k}`)
      if(i==this.tasks.size){
          console.log("project completed")
     else if(i < this.tasks.size){</pre>
       console.log("Project is inprogress")
    else if(k == this.tasks.size){
       console.log("project not started")
```

```
console.log("not define")
CompletedTasks(){
   console.log("Completed task")
   for (let [key, value] of this.tasks.entries()) {
        if(value.taskstatus =="done"){
           console.log(key + ' = ' + value.taskstatus)
     console.log('\n----')
PendingTasks(){
   console.log("Pending task")
   for (let [key, value] of this.tasks.entries()) {
       if(value.taskstatus!="done"){
           console.log(key + ' = ' + value.taskstatus)
     console.log('\n----')
TaskAssigneee(taskid) {
   var task = this.tasks.get(taskid);
   var taskSAssignee = task.AssigneeId;
   taskSAssignee.AssigneeDetails()
   return 'The above Detail of Assignee of this task ' + task.tname + ' : ';
changeTask(taskid,task){
   this.tasks.set(taskid,task)
   console.log(this.tasks.get(taskid,task))
DeleteTask(value){
   this.tasks.delete(value)
AddTask(key,value){
this.tasks.set(key,value)
ChangeAssignee(taskid, value){
   this.tasks.get(taskid).AssigneeId= value;
```

```
// creating a project object with project class

var realstate_blockchain = new project('blockchain','software',15,blockchain_task,'50')
realstate_blockchain.projectDetails()
console.log(realstate_blockchain.getTaskPercentage('2'))
console.log(realstate_blockchain.TaskAssigneee('1'))
// console.log(realstate_blockchain.print())
// console.log(realstate_blockchain.totaltasks())
// console.log("change task")
// realstate_blockchain.changeTask('1',task2)
// realstate_blockchain.changeTask('2',task1)
// console.log(realstate_blockchain.print())
// realstate_blockchain.CompletedTasks()
// realstate_blockchain.PendingTasks()
// console.log(realstate_blockchain.daysRemaining())
// realstate_blockchain.status_()
// realstate_blockchain.ChangeAssignee('1',Mustafain)
// console.log(realstate_blockchain.print())
```

Output:

```
Assignee Detail
Assignee {
 name: 'Owais khan',
 title: 'graphic Designer',
 status: 'active',
 Assigneepay: '50000pkr'
Name:blockchain
Type: software
completed Days 15
total Days 50
Assignee salary
50000pkr
The Percentage of development_1 is: 20
name: Hamza khan
title :finance Manager
status active
```

The above Detail of Assignee of this task architecture: