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var dataModule = (function () {

    var data = {
        movies: [],
        programs: []
    }

    function Movie(name, length, genre) {
        this.name = name
        this.length = length
        this.genre = genre
    }

    Movie.prototype.getInfo = function () {
        return this.name + ", " + this.length
    }

    function createMovie(name, length, genre) {
        return new Movie(name, length, genre)
    }

    function addMovie(movie) {
        data.movies.push(movie)
    }

    return {
        createMovie: createMovie,
        addMovie: addMovie
    }

})()

var uiModule = (function () {
    var $titleInput = document.querySelector(".movie-title")
    var $lengthInput = document.querySelector(".movie-length")
    var $genreSelect = document.querySelector(".movie-genre")
    var $movieList = document.querySelector(".movie-list")

    function getTitle() {
        return $titleInput.value
    }

    function getGenre() {
        return $titleInput.value
    }

    function collectFormInput() {
        var movieTitle = $titleInput.value
        var movieLength = $lengthInput.value
        var movieGenre = $genreSelect.value

        return {
            title: movieTitle,
            genre: movieGenre,

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        length: movieLength
    }
}

function displayMovie(movie) {
    $movieList.innerHTML += movie.getInfo() + "<br/>"
}

return {
    collectFormInput: collectFormInput,
    displayMovie: displayMovie
}
})();

var controller = (function (ui, data) {

    // setup event listener
    var $addMovie = document.querySelector(".add-movie");
    $addMovie.addEventListener("click", function (event) {

        // collect form data
        var movieObj = ui.collectFormInput()
        console.log(movieObj);

        // validate input

        // create Movie instance
        var movieInstance = data.createMovie(movieObj.title, movieObj.length,
movieObj.genre)
        console.log(movieInstance);

        // add movie to list
        data.addMovie(movieInstance)

        // display movie
        ui.displayMovie(movieInstance)

        // reset form
    })

})();

})(uiModule, dataModule)

```