

# Lab: Objects & Classes

Problems for in-class lab for the ["JavaScript Advanced" course @ SoftUni](https://judge.softuni.org/Contests/2370/Lab-Objects-Classes). Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/2370/Lab-Objects-Classes>.

## 1. Towns to JSON

You're tasked to create and print a JSON from a text table. You will receive input as an array of strings, where each string represents a row of a table, with values on the row encompassed by pipes "|" and optionally spaces. The table will consist of exactly 3 columns "Town", "Latitude" and "Longitude". The **latitude** and **longitude** columns will always contain **valid numbers**. Check the examples to get a better understanding of your task.

### Input

The **input** comes as an array of strings – the first string contains the table's headings, each next string is a row from the table.

### Output

- The **output** should be an array of objects wrapped in **JSON.stringify()**.
- Latitude** and **longitude** must be parsed to **numbers**, and represented till the **second digit after the decimal point**!

### Examples

Input	Output
<pre>['  Town   Latitude   Longitude   ', '  Sofia   42.696552   23.32601   ', '  Beijing   39.913818   116.363625   ']</pre>	<pre>[{"Town": "Sofia",   "Latitude": 42.7,   "Longitude": 23.32 }, {"Town": "Beijing",   "Latitude": 39.91,   "Longitude": 116.36 }]</pre>
<pre>['  Town   Latitude   Longitude   ', '  Veliko Turnovo   43.0757   25.6172   ', '  Monatevideo   34.50   56.11   ']</pre>	<pre>[{"Town": "Veliko Turnovo",   "Latitude": 43.08,   "Longitude": 25.62 }, {"Town": "Monatevideo",   "Latitude": 34.5,   "Longitude": 56.11 }]</pre>

## 2. Sum by Town

You're tasked with calculating the total sum of income for a number of Towns. You will receive an array of strings representing towns and their incomes, every **even** index will be a **town** and every **odd** index will be an **income** belonging to that town. Create an object that will hold all the **towns as keys** and their **total income** (the sum of their incomes) **as values** to those keys and print it as a JSON.

## Input

The **input** comes as an array of strings - each even index is the name of a town and each odd index is an income belonging to that town.

## Output

The **output** should be printed on the console - JSON representation of the object containing all towns and their total incomes.

## Examples

Input	Output
['Sofia','20','Varna','3','Sofia','5','Varna','4']	{"Sofia":25,"Varna":7}
['Sofia','20','Varna','3','sofia','5','varna','4']	{"Sofia":20,"Varna":3,"sofia":5,"varna":4}

## 3. Populations in Towns

You have been tasked to create a register for different **towns** and their **population**.

## Input

The **input** comes as array of strings. Each element will contain data for a town and its population in the following format:

`"{townName} <-> {townPopulation}"`

If you receive the same town twice, **you should add** the **given population** to the **current one**.

## Output

As **output**, you must print all the towns, and their population.

## Examples

Input	Output
['Sofia <-> 1200000', 'Montana <-> 20000', 'New York <-> 10000000', 'Washington <-> 2345000', 'Las Vegas <-> 1000000']	Sofia : 1200000 Montana : 20000 New York : 10000000 Washington : 2345000 Las Vegas : 1000000
['Istanbul <-> 100000', 'Honk Kong <-> 2100004', 'Jerusalem <-> 2352344', 'Mexico City <-> 23401925', 'Istanbul <-> 1000']	Istanbul : 101000 Honk Kong : 2100004 Jerusalem : 2352344 Mexico City : 23401925

## 4. From JSON to HTML Table

You're tasked with creating an HTML table of students and their scores. You will receive a single string representing an **array of objects**, the **table's headings** should be equal to the **object's keys**, while **each object's values** should be a **new entry** in the table. Any **text values** in an object should be **escaped**, in order to avoid introducing dangerous code into the HTML.

## Input

The **input** comes a **single string argument** (the array of objects).

## Output

The **output** should be printed on the console – for each **entry row** in the input print the **object representing it**.

## Note:

Object's **keys** will always be the **same**. Check more information for the **HTML Entity** [here](#).

## HTML

You are provided with an HTML file to test your table in the browser.

```
index.html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>FromJSONToHTMLTable</title>
  <style>
    table,th{
      border: groove;
      border-collapse: collapse;
    }
    td{
      border: 1px solid black;
    }
    td,th{
      padding: 5px;
    }
  </style>
</head>
<body>
  <div id="wrapper">
    <div>
      <script>
        function fromJSONToHTMLTable(input){
          //Write your code here
        }
        window.onload = function(){
          let container = document.getElementById('wrapper');
          container.innerHTML = fromJSONToHTMLTable(['[{"Name":"Tomatoes & Chips","Price":2.35},{ "Name":"J&B Chocolate","Price":0.96}]']);
        };
      </script>
    </div>
  </div>
</body>
</html>
```

## Examples

Input	Output
<code>[ '[{"Name":"Tomatoes &amp; Chips","Price":2.35},{ "Name":"J&amp;B Chocolate","Price":0.96}]' ]</code>	<code>&lt;table&gt;   &lt;tr&gt;&lt;th&gt;Name&lt;/th&gt;&lt;th&gt;Price&lt;/th&gt;&lt;/tr&gt;   &lt;tr&gt;&lt;td&gt;Tomatoes &amp; Chips&lt;/td&gt;&lt;td&gt;2.35&lt;/td&gt;&lt;/tr&gt;   &lt;tr&gt;&lt;td&gt;J&amp;B Chocolate&lt;/td&gt;&lt;td&gt;0.96&lt;/td&gt;&lt;/tr&gt; &lt;/table&gt;</code>

<pre>[['{"Name":"Pesho &lt;div&gt;-a", "Age":20, "City":"Sofia"}, {"Name":"Gosho", "Age":18, "City":"Plovdiv"}, {"Name":"Angel", "Age":18, "City":"Veliko Tarnovo"}]]</pre>	<pre>&lt;table&gt;  &lt;tr&gt;&lt;th&gt;Name&lt;/th&gt;&lt;th&gt;Age&lt;/th&gt;&lt;th&gt;City&lt;/th&gt;&lt;/tr&gt;  &lt;tr&gt;&lt;td&gt;Pesho &amp;lt;div&gt;-a&lt;/td&gt;&lt;td&gt;20&lt;/td&gt;&lt;td&gt;Sofia&lt;/td&gt;&lt;/tr&gt;  &lt;tr&gt;&lt;td&gt;Gosho&lt;/td&gt;&lt;td&gt;18&lt;/td&gt;&lt;td&gt;Plovdiv&lt;/td&gt;&lt;/tr&gt;  &lt;tr&gt;&lt;td&gt;Angel&lt;/td&gt;&lt;td&gt;18&lt;/td&gt;&lt;td&gt;Veliko Tarnovo&lt;/td&gt;&lt;/tr&gt;  &lt;/table&gt;</pre>
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## 5. Lowest Prices in Cities

You will be given several towns, with products and their price. You need to find **the lowest price** for **every product** and **the town it is sold at** for that price.

### Input

The **input** comes as array of strings. Each element will hold data about a **town**, **product**, and **its price** at that town. The **town** and **product** will be **strings**, the **price** will be a **number**. The input will come in the following format:

**{townName} | {productName} | {productPrice}**

If you receive the same **town** and **product more than once**, you should **update** the **old value** with the **new one**.

### Output

As **output** you must print **each product** with its **lowest price** and **the town** at which the product is **sold at that price**. If **two towns share the same lowest price**, print the one that was **entered first**.

The output, for every product, should be in the following format:

**{productName} -> {productLowestPrice} ({townName})**

The **order of output** is - **order of entrance**. See the examples for more info.

### Examples

Input	Output
<pre>['Sample Town   Sample Product   1000', 'Sample Town   Orange   2', 'Sample Town   Peach   1', 'Sofia   Orange   3', 'Sofia   Peach   2', 'New York   Sample Product   1000.1', 'New York   Burger   10']</pre>	<pre>Sample Product -&gt; 1000 (Sample Town) Orange -&gt; 2 (Sample Town) Peach -&gt; 1 (Sample Town) Burger -&gt; 10 (New York)</pre>

## 6. Person

Write a **class** that represents a personal record. It has the following properties, all set from the constructor:

- **firstName**
- **lastName**
- **age**

- email

And a method `toString()`, which prints a summary of the information. See the example for formatting details.

## Input

The constructor function will receive valid parameters.

## Output

The `toString()` method should **return** a string in the following format:

`"{firstName} {lastName} (age: {age}, email: {email})"`

Submit the class definition as is, **without** wrapping it in any function.

## Example

Sample Input
<pre>let person = new Person('Anna', 'Simpson', 22, 'anna@yahoo.com'); console.log(person.toString());</pre>
Output
Anna Simpson (age: 22, email: anna@yahoo.com)

## 7. Get Persons

Write a function that returns an array of **Person** objects. Use the class from the previous task, create the following instances, and return them in an array:

First Name	Last Name	Age	Email
Anna	Simpson	22	anna@yahoo.com
SoftUni			
Stephan	Johnson	25	
Gabriel	Peterson	24	g.p@gmail.com

For any empty cells, do not supply a parameter (call the constructor with less parameters).

## Input / Output

There will be **no input**, the data is static and matches the table above. As **output**, **return an array** with **Person** instances.

Submit a function that returns the required output.

## 8. Circle

Write a **class** that represents a **Circle**. It has only one data property - it's **radius**, and it is set through the **constructor**. The class needs to have **getter** and **setter** methods for its **diameter** - the setter needs to calculate the radius and change it and the getter needs to use the radius to calculate the diameter and return it.

The circle also has a getter `area()`, which calculates and **returns** its area.

## Input

The constructor function and diameter setter will receive valid parameters.

## Output

The `diameter()` and `area()` getters should **return** numbers.

Submit the class definition as is, **without** wrapping it in any function.

## Examples

Sample Input	Output
<pre>let c = new Circle(2); console.log(`Radius: \${c.radius}`); console.log(`Diameter: \${c.diameter}`); console.log(`Area: \${c.area}`); c.diameter = 1.6; console.log(`Radius: \${c.radius}`); console.log(`Diameter: \${c.diameter}`); console.log(`Area: \${c.area}`);</pre>	<pre>Radius: 2 Diameter: 4 Area: 12.566370614359172 Radius: 0.8 Diameter: 1.6 Area: 2.0106192982974678</pre>

## 9. Point Distance

Write a JS **class** that represents a **Point**. It has **x** and **y** coordinates as properties, that are set through the constructor, and a **static method** for finding the distance between two points, called **distance()**.

## Input

The `distance()` method should receive two **Point** objects as parameters.

## Output

The `distance()` method should **return** a number, the distance between the two point parameters.

Submit the class definition as is, **without** wrapping it in any function.

## Example

Sample Input	Output
<pre>let p1 = new Point(5, 5); let p2 = new Point(9, 8); console.log(Point.distance(p1, p2));</pre>	<pre>5</pre>