FPT Software

JavaScript Essentials

Assignments

Document Code	25e-BM/HR/HDCV/FSOFT
Version	1.1
Effective Date	20/11/2012

Hanoi, 04/2019

RECORD OF CHANGES

No	Effective Date	Change Description	Reason	Reviewer	Approver
1	25/Jun/2018	Create a new Lab	Create new	DieuNT1	VinhNV
2	01/May/2019	Update Fsoft Template	Update	DieuNT1	VinhNV

Contents

FRESHER ACADEMY	**CODE:**　　　　　**JS-E.M.A601**
	TYPE:　　　　　**Medium**
	LOC:　　　　　　**N/A**
	DURATION:　　　**60 MINUTES**

Unit 6 – Objects

Objectives:

- ✓ Understand the fundamental concepts of JavaScript Objects

Project Structure

- Create a new folder called **JS-E.M.A601** (this will be your top folder)
- Create folder **problem1** inside top folder and put every file related to this problem inside
- Create folder **problem2** inside top folder and put every file related to this problem inside
- Create folder **problem3** inside top folder and put every file related to this problem inside

Problem 1:

In this task you are provided with an object literal, and your tasks are to

- Store the value of the name property inside the catName variable, using bracket notation.
- Run the greeting() method using dot notation (it will log the greeting to the browser DevTools' console).
- Update the color property value to black.

Try updating the code below to recreate the Expected output:

```
1.  let cat = {
2.      name : 'Bertie',
3.      breed : 'Cymric',
4.      color : 'white',
5.      greeting: function() {
6.        console.log('Meow!');
7.      }
8.    }
9.
10.    // Add your code here
11.
12.    // Don't edit the code below here!
13.
14.    const section = document.querySelector('section');
15.
16.    let para1 = document.createElement('p');
17.    let para2 = document.createElement('p');
18.
19.    para1.textContent = `The cat's name is ${ catName }.`;
20.    para2.textContent = `The cat's color is ${ cat.color }.`;
21.
22.    section.appendChild(para1);
23.    section.appendChild(para2);
```

Expected output:

> The cat's name is Bertie.
>
> The cat's color is black.

Problem 2:

In our next task, we want you to have a go at creating your own object literal to represent one of your favorite artist. The required members are:

- name: A string representing the artist name.
- nationality: A string representing the country the band artist from.
- genre: What type of music the artist plays.
- debut: A number representing the year the artist debuted.
- songs: An array representing the songs released by the artist. Each array item should be an object containing the following members:
    - name: A string representing the name of the album.
    - released: A number representing the year the album was released.

Include at least two songs in the songs array.

Once you've done this, you should then write a string to the variable **info**, which will contain a small biography detailing his/her name, nationality, years active, and style, and the title and release date of his/her first song and other song that you like the most.

Try updating the code below to recreate the Expected output:

```
1.      let info;
2.
3.      // Add your code here
4.
5.      // Don't edit the code below here!
6.
7.      const section = document.querySelector('section');
8.      let para1 = document.createElement('p');
9.      para1.textContent = info;
10.     section.appendChild(para1);
```

Expected output:

> The Vietnamese pop star Son Tung M-TP were active since 2015.
> His/her first song, Con mua ngang qua, was released in 2012.
> His/her last song Hay trao cho anh is the most succesfully by far.

Problem 3:

Finally for our object basics assessment, we want you to return to the cat object literal from Task #1. We want you to rewrite the greeting() method so that it logs "Hello, said Bertie the Cymric." to the browser DevTools' console, but in a way that will work across *any* cat object of the same structure, regardless of its name or breed.

When you are done, write your own object called cat2, which has the same structure, exactly the same greeting() method, but a different name, breed, and color.

Call both greeting() methods to check that they log appropriate greetings to the console.

The code is not very DRY (each bit of code should only be defined once) — you've got the same method defined twice, for example. Describe how you'd make it less DRY? If you are not sure, then don't worry — this is what we'll be looking at in future articles in the series!

Try updating the code below to recreate the Expected output:

```
1.      let cat = {
2.         name: 'Bertie',
3.         breed: 'Cymric',
4.         color: 'white',
5.         greeting: function () {
6.           console.log('Meow!');
7.         },
8.       };
```

Expected output:

```
Hello, said Bertie the Cymric.
Hello, said Elfie the Aphrodite Giant.
```

-- THE END --