



Intro to JavaScript Week 5 Coding Assignment

Points possible: 75

URL to Your GitHub Repository:

[https://github.com/RKMellinger/Promineo/tree/main/Week-05-Object Oriented Programming/Week5 coding Assignment](https://github.com/RKMellinger/Promineo/tree/main/Week-05-Object%20Oriented%20Programming/Week5%20coding%20Assignment)

Video link:

<https://youtu.be/MkNU3GCbz7w>

Instructions: In VS Code, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your JavaScript project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

1. Create a menu app as seen in this week's video. What you create is up to you as long as it meets the following requirements.
 - a. Use at least one array.
 - b. Use at least two classes.
 - c. Your menu should have the options to create, view, and delete elements.

Screenshots of Code:

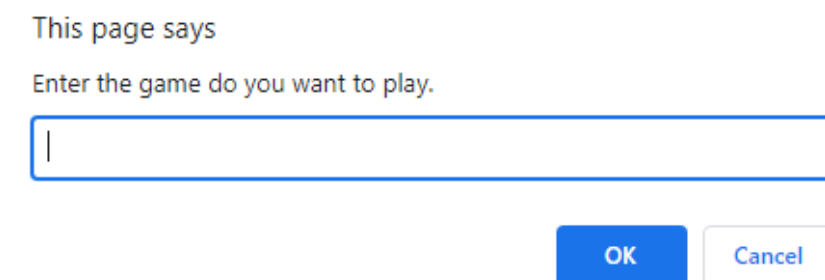
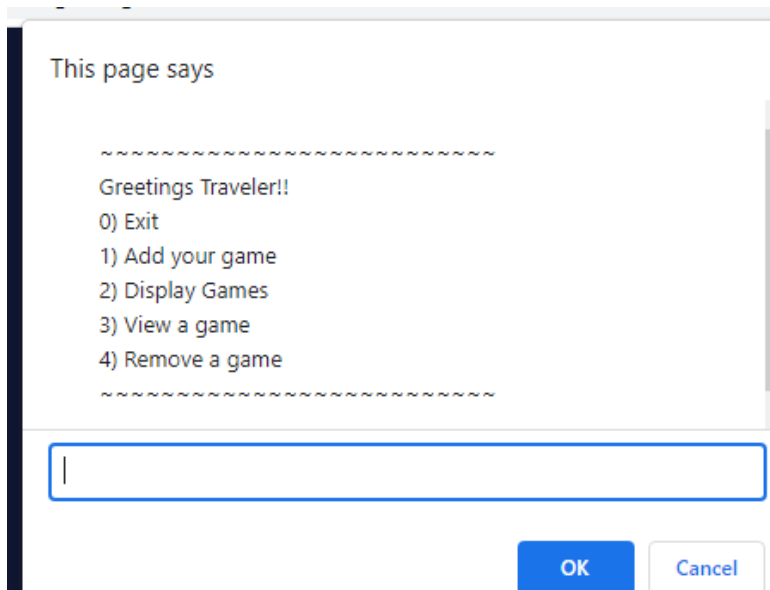
```
Week 05-Object Oriented Programming > Week5_coding_Assignment > JS Week5.p > To Menu > @ start
1 // console.log('hello menu')
2 // workspace for week 5 and other work
3 console.log('Week 5 Object Oriented coding assignment')
4 console.log('1. Create a menu app as seen in this week's video.
5 what you create is up to you as long as it meets the following requirements.
6 a. use at least one array.
7 b. use at least two classes.
8 c. Your menu should have the options to create, view, and delete elements.
9
10
11
12 console.log('let's play a game... he really, I'm a big fan of tabletop gaming so what are we playing? D&D, Rifts, Eclipse Phase or even Warhammer 40,000?
13 the prompt should let you enter your game type, D&D, Warhammer, etc. then the view game will allow you to enter your name and class. Good luck traveler.
14
15
16 // class Character //Pick your character name and class
17 // class Game //What table top game are we playing?
18 // class Menu //Starting menu for selection
19
20 class Character { //Pick your character name and class
21   constructor(characterName, characterClass) {
22     this.characterName = characterName
23     this.characterClass = characterClass
24   }
25   describe() {
26     return `Your champion's name is ${this.characterName} the ${this.characterClass}`
27   }
28 }
29 console.log(new Character('Ejere', 'Rune Priest'))
30
31 //
32
33 class Game { //What table top game are we playing?
34   constructor(game) {
35     this.name = game
36     this.character = {}
37   }
38 }
39
40 class Menu { //Starting menu for selection
41   constructor() {
42     this.game = {}
43     this.selectionName = null
44   }
45 }
46
47 start() { //Starts the menu process and it's selections
48   let selection = this.menuOptions()
49   while (selection != 0) {
50     switch (selection) {
51       case '1':
52         this.addName()
53         break
54       case '2':
55         this.viewGame()
56         break
57       case '3':
58         this.removeName()
59         break
60       default:
61         selection = 0
62     }
63     selection = this.menuOptions()
64   }
65   alert('Thank you, goodbye!')
66 }
67
68 menuOptions() { //Menu option test
69   return prompt()
70 }
71
72 //Testing Traveler()
73 @ test
74 1) Add your game
75 2) Starter Game
76 3) View a game
77 4) Remove a game
78
79
80 }
81
82 gameOptions(gameInfo) { //Sub-menu options
83   return prompt()
84 }
85
86 @ Back
87 1) Create Character
88 2) Delete Character
89
90 }
91
92 }
93 }
```



PROMINEO TECH

```
104
105
106 addGame(){ //Choose or create the game of choice
107   let name = prompt('Enter the game do you want to play.')
108   this.game.push(new Game(name))
109 }
110
111 displayGame(){ //Will display your selection
112   let gameString = ""
113   for (let i = 0; i < this.game.length; i++){
114     gameString += i + " " + this.game[i].name + "\n";
115   }
116   alert(gameString);
117 }
118
119 createCharacter(){ // To create your player and their class
120   let characterName = prompt('What is your champion's name. ');
121   let characterClass = prompt('What is the champion's class. ');
122   this.selectedGame.character.push(new Character(characterName, characterClass));
123 }
124
125 viewGame(){ // Displays the selected game and it's sub menu
126   let index = prompt('What is the index of your game. ');
127   if (index > -1 && index < this.game.length){
128     this.selectedGame = this.game[index];
129     let description =
130       'Your game of choice is: ' + this.selectedGame.name;
131     for (let i = 0; i < this.selectedGame.character.length; i++){
132       description += '\n';
133       description += 'Your champion is: ' + this.selectedGame.character[i].characterName + ' the ' + this.selectedGame.character[i].characterClass;
134     }
135     let selection = this.gameMenuOptions(description) // Sub menu options
136     switch (selection){
137       case '1':
138         this.createCharacter();
139         break;
140       case '2':
141         this.deleteCharacter();
142         break;
143     }
144   }
145 }
146
147 removeGame(){ // Removes a game you don't want
148   let index = prompt('Enter the game number to be removed. ');
149   if (index > -1 && index < this.game.length){
150     this.game.splice(index, 1);
151   }
152 }
153
154 deleteCharacter(){ // Removes the player
155   let index = prompt('Choose the number of the defeated champion. ');
156   if (index > -1 && index < this.selectedGame.character.length){
157     this.selectedGame.character.splice(index, 1);
158   }
159 }
160
161 let menu = new Menu() //Starts the prompts rolling
162 menu.start()
```

Screenshots of Running Application:





PROMINEO TECH

This page says

- 0) Dnd
- 1) WH40K
- 2) Cats

OK

This page says

- ~~~~~
- 0) Back
 - 1) Create Character
 - 2) Delete Character
- ~~~~~

Your game of choice is: WH40K.

OK

Cancel

This page says

- ~~~~~
- 0) Back
 - 1) Create Character
 - 2) Delete Character
- ~~~~~
- Your game of choice is: WH40K.
- 0) Your champion's is: Bjorn the Rune Priest.
 - 1) Your champion's is: Titanius the Ultra Marine.

OK

Cancel

This page says

- ~~~~~
- 0) Back
 - 1) Create Character
 - 2) Delete Character
- ~~~~~

Your game of choice is: WH40K.

- 0) Your champion's is: Titanius the Ultra Marine.

OK

Cancel

This page says

Thank you, goodbye

OK