Lab 5 - Working with Functions and Objects (3%)

Part 1: I Object! (1%)
REQUIREMENTS: Using **Lab-5-1.html/js**…

1. Create a JavaScript object named ***meObject*** to represent yourself.
2. It will have four properties (you decide).
3. Use the console to output one of those properties.
4. Create a popup that will output two of those properties concatenated together. e.g. “My name is Sean and I am a teacher.”
5. Comment out the above line and turn it into a method (function) of your object.
6. Call this method (function).

Part 2: Make the Bank (1%)
REQUIREMENTS: Using **Lab-5-2.html/js**…

1. Create a JavaScript object to represent a bank customer.
2. Properties are: **lastName**, **branchNumber**, **accountBalance (500.25)**, & **interestRate (use 1.03 for 3%)**.
3. Methods are: **makeDeposit**, and, **makeWithdrawal**.
4. Both methods will each take one parameter.
5. Both methods will ***return a string of text***: “Thank you, your current balance is now $X.XX” with the updated balance to two decimal places.

Now that you have created your object, let’s call the methods…

6. Output the account starting balance to the console.
7. Deposit $200
8. Output the new balance to the console.
9. Withdraw $75
10. Output the new balance to the console.

<u>STRETCH GOAL: Add Interest (1%):</u>

1. Add another method: **addInterest**. This method will simply multiply the **accountBalance** by **interestRate**- don’t worry about compound interest.

This method will also return a string of text: "Thank you, your current balance is now $X.XX" with the updated balance to two decimal places.

2. Add another property: **multipleAccounts**. This will hold a Boolean value. If set to *true*, the addInterest method will *temporarily* add .005 to the interest rate. ***Be careful not to permanently increase the interest rate!***
3. Use this new method to add interest to the bank customer account, after your deposit and withdrawal calls.
4. Output the new balance to the console.