

Defining a goal and designing the script

Goal

Design a website that shows a random recipe every time the page is loaded using HTML, CSS and JavaScript.

Steps to reach said goal.

- Create a website about recipes.
- Each recipe will be an object.
- Use JavaScript to randomly select 1 recipe and display it on the page every time the page is loaded.
- Each object should have 5 properties: name, ingredients, image, preparation time and baking time.
- I want to use preparation time and baking time for the method which will calculate the total time for making the recipe
- The ingredients property will be an array.
- Use the window object such as `window.alert("Welcome to the recipe website!")`
- Use the document object such as `document.write("${recipe.name}")`
- Use the string object such as `recipe.name.toUpperCase()`
- Use the math object to create a random number that decided which recipe will be displayed on the webpage
- Use the date object to display the current date at the bottom of the webpage.
- Make sure to leave comments on each step and reference back to the syllabus

Flowchart

