2.6 Maps and Classes

This section will guide you to:

* Create a JavaScript project in your IDE
* Write a program in JavaScript to implement functions

This lab has three subsections, namely:

2.6.1 Writing a program in JavaScript to verify implementation of maps and classes

2.6.2 Executing the program and verifying implementation of maps and classes

2.6.3 Pushing the code to your GitHub repositories

**Step 2.6.1:** Writing a program in JavaScript to verify implementation of maps and classes

* Open Visual Studio Code
* *[Right click]* on the **src** folder of the project
* Select *New File* -> Enter the filename as **index.html**
* Write the code shown below resolving the warning and errors due compatibility-related issues

<html>

<body>

<h1>MEAN Stack</h1>

<p> Lesson 2 Demos </p>

<script src="maps\_and\_classes.js"></script>

</body>

</html>

* *[Right click]* on the **src** folder of the project
* Select *New File* -> Enter the filename as **maps\_and\_classes.js**
* Execute the code below resolving the warning and errors due compatibility-related issues

var map1 = new Map();

map1.set("first name", "Robb");

map1.set("last name", "Stark");

map1.set("friend 1","Bran")

.set("friend 2","Arya");

console.log(map1);

console.log("map1 has friend 3 ? " + map1.has("friend 3"));

console.log("get value for key = friend 3 - "+ map1.get("friend 3"));

console.log("delete element with key = friend 2 - " + map1.delete("friend 2"));

map1.clear();

console.log(map1);

class Employee

{

constructor(id,name)

{

this.id=id;

this.name=name;

}

detail()

{

document.writeln(this.id+" "+this.name+"<br>")

}

}

//passing object to a variable

var e1=new Employee(101,"Michael");

var e2=new Employee(102,"Bob");

e1.detail();

e2.detail();

**Step 2.6.2:** Executing the program and verifying implementation of maps and classes

Before you execute the program, check for syntactical corrections. If no errors are found, follow the steps mentioned below:

* Go to Extensions and download **Live Server**
* *[Right click]* on the **index.html** file of the project
* Select *Open with Live Server*
* Right click when the server starts running. Select *Inspect Element*.Click on **Console**

**Output:**

map1 has friend ? false

get value for key = friend 3 - undefined

delete element with key = friend 2 – true

101 Michael

102 Bob

**Step 2.6.3:** Pushing the code to your GitHub repositories

Open your command prompt and navigate to the folder where you have created your files.

cd <folder path>

Initialize your repository using the following command:

git init

Add all the files to your git repository using the following command:

git add . 

Commit the changes using the following command:

git commit . -m “Changes have been committed.”

Push the files to the folder you initially created using the following command:

git push -u origin master