

Intro to JavaScript Week 5 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

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:

```
Week5 > JS assignment.js > ...
         constructor(name, level, race, characterClass){
             this.name = name;
             this.level = level;
             this.characterClass = characterClass;
            this.characters = [];
         start(){
            let selection = this.mainMenu();
             while(selection != 0){
                 switch (selection){
                         this.createCharacter();
                        this.viewCharacters();
                       this.deleteCharacter();
                        selection = 0;
                 selection = this.mainMenu();
         mainMenu(){
             return prompt(
```

```
createCharacter(){
    let name = prompt('Enter Adventurer Recruit Name');
    let level = prompt('Enter Adventurer Recruit Level');
    let race = prompt('Enter Adventurer Recruit Level');
    let characterclass = prompt('Enter Adventurer Recruit Class');
    this.characters.push(new Character(name, level, race, characterClass));
}

viewCharacters(){
    let partyString = '';
    for(let i = 0; itchis.characters.length; i++){
        partyString += i + ') ' + this.characters[i].name + ', level ' + this.characters[i].race +' '+ this.characters[i].characterClass + '\n';
    }
    alert(partyString);
}

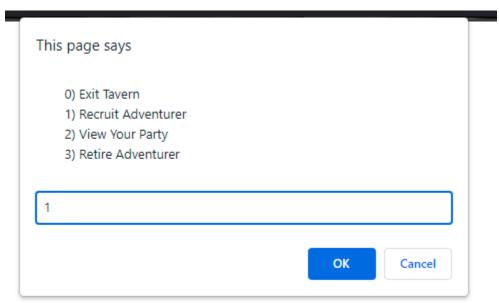
deleteCharacter(){
    let index = prompt('Choose which Adventurer to Retire');
    if (index > 1-8& index < this.characters.seplice(index, 1);
    };
};

let menu = new Menu();

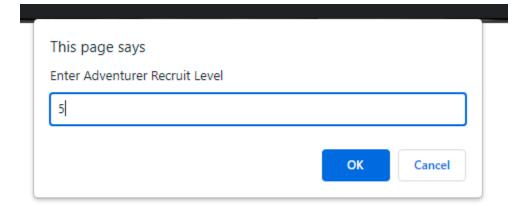
menu.start();
</pre>
```

Screenshots of Running Application:

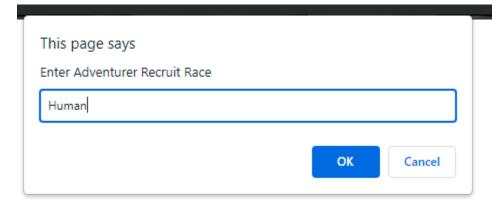


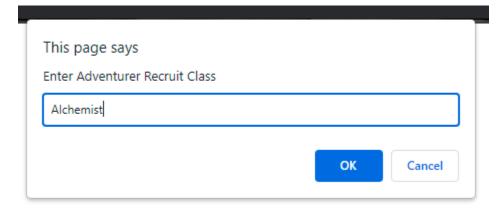


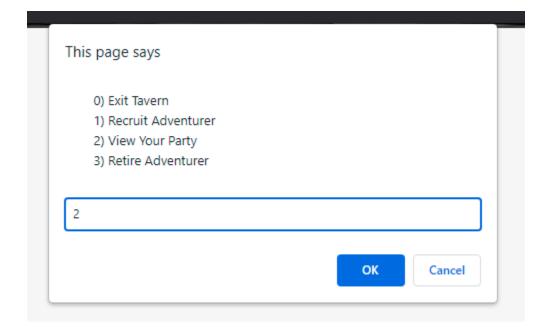
This page says Enter Adventurer Recruit Name			
	ОК	Cancel	



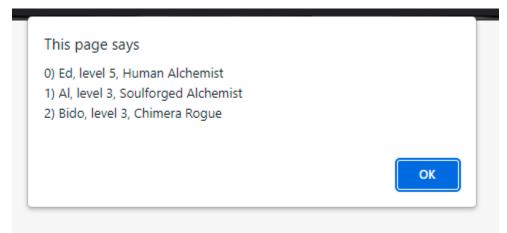


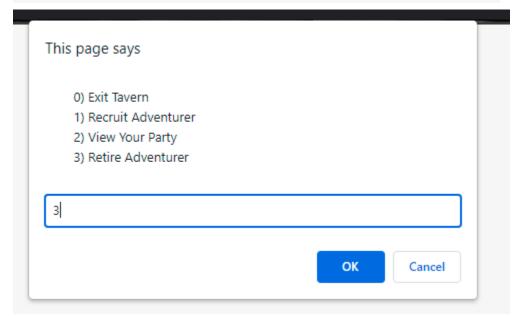


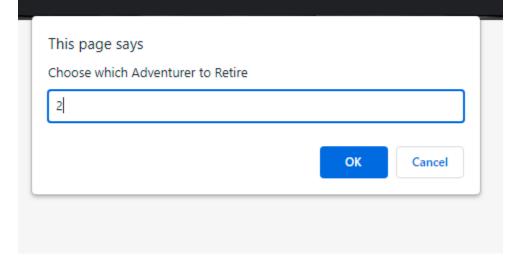




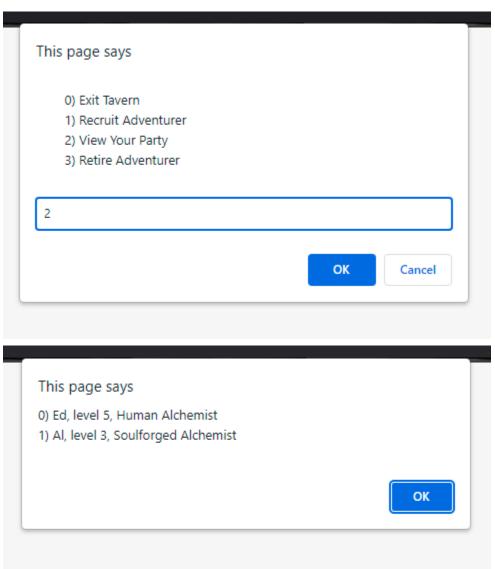




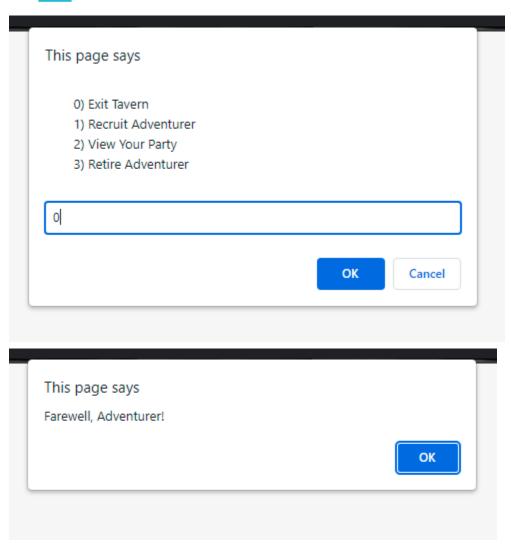












URL to GitHub Repository:

https://github.com/Toro0712/Week5