



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:



PROMINEO TECH

```
Week5 > JS assignment.js > ...
1
2 class Character{
3   constructor(name, level, race, characterClass){
4     this.name = name;
5     this.level = level;
6     this.race = race;
7     this.characterClass = characterClass;
8   }
9 }
10
11 class Menu{
12   constructor(){
13     this.characters = [];
14   }
15   start(){
16     let selection = this.mainMenu();
17
18     while(selection != 0){
19       switch (selection){
20         case '1':
21           this.createCharacter();
22           break;
23         case '2':
24           this.viewCharacters();
25           break;
26         case '3':
27           this.deleteCharacter();
28           break;
29         default :
30           selection = 0;
31       }
32       selection = this.mainMenu();
33     }
34   };
35
36   alert('Farewell, Adventurer!');
37 };
38
39 mainMenu(){
40   return prompt(`
41     0) Exit Tavern
42     1) Recruit Adventurer
43     2) View Your Party
44     3) Retire Adventurer
45   `);
46 }
```

```
47   createCharacter(){
48     let name = prompt('Enter Adventurer Recruit Name');
49     let level = prompt('Enter Adventurer Recruit Level');
50     let race = prompt('Enter Adventurer Recruit Race');
51     let characterClass = prompt('Enter Adventurer Recruit Class');
52     this.characters.push(new Character(name, level, race, characterClass));
53   }
54   viewCharacters(){
55     let partyString = '';
56     for(let i =0; i<this.characters.length; i++){
57       partyString += i + ' ' + this.characters[i].name + ', level ' + this.characters[i].level + ', ' + this.characters[i].race + ' ' + this.characters[i].characterClass + '\n';
58     }
59     alert(partyString);
60   }
61   deleteCharacter(){
62     let index = prompt('Choose which Adventurer to Retire');
63     if (index > -1 && index < this.characters.length){
64       this.characters.splice(index, 1);
65     }
66   };
67 }
68
69
70 let menu = new Menu();
71 menu.start();
```

Screenshots of Running Application:



PROMINEO TECH

This page says

- 0) Exit Tavern
- 1) Recruit Adventurer
- 2) View Your Party
- 3) Retire Adventurer

OK

Cancel

This page says

Enter Adventurer Recruit Name

OK

Cancel

This page says

Enter Adventurer Recruit Level

OK

Cancel



PROMINEO TECH

This page says

Enter Adventurer Recruit Race

OK

Cancel

This page says

Enter Adventurer Recruit Class

OK

Cancel

This page says

- 0) Exit Tavern
- 1) Recruit Adventurer
- 2) View Your Party
- 3) Retire Adventurer

OK

Cancel



This page says

- 0) Ed, level 5, Human Alchemist
- 1) Al, level 3, Soulforged Alchemist
- 2) Bido, level 3, Chimera Rogue

OK

This page says

- 0) Exit Tavern
- 1) Recruit Adventurer
- 2) View Your Party
- 3) Retire Adventurer

3|

OK

Cancel

This page says

Choose which Adventurer to Retire

2|

OK

Cancel



PROMINEO TECH

This page says

- 0) Exit Tavern
- 1) Recruit Adventurer
- 2) View Your Party
- 3) Retire Adventurer

OK

Cancel

This page says

- 0) Ed, level 5, Human Alchemist
- 1) Al, level 3, Soulforged Alchemist

OK



PROMINEO TECH

This page says

- 0) Exit Tavern
- 1) Recruit Adventurer
- 2) View Your Party
- 3) Retire Adventurer

This page says

Farewell, Adventurer!

URL to GitHub Repository:

<https://github.com/Toro0712/Week5>