



JavaScript Essentials

Assignments


Document Code	25e-BM/HR/HDCV/FSOFT
Version	1.1
Effective Date	20/11/2012

RECORD OF CHANGES

No	Effective Date	Change Description	Reason	Reviewer	Approver
1	25/Jun/2018	Create a new Lab	Create new	DieuNT1	VinhNV
2	01/May/2019	Update Fsoft Template	Update	DieuNT1	VinhNV

Contents

Unit 3 – HTML Text	4
Objectives:	4
Project Structure	4
Problem 1: HTML text basics 1	4
Problem 2: HTML text basics 2	Error! Bookmark not defined.
Problem 3: HTML text basics 3	Error! Bookmark not defined.

	CODE:	JS-E.M.A601
	TYPE:	Medium
	LOC:	N/A
	DURATION:	60 MINUTES

Unit 6 – Objects

Objectives:

- ✓ Understand the fundamental concepts of JavaScript Objects

Project Structure

- Create a new folder called **JS-E.M.A601** (this will be your top folder)
- Create folder **problem1** inside top folder and put every file related to this problem inside
- Create folder **problem2** inside top folder and put every file related to this problem inside
- Create folder **problem3** inside top folder and put every file related to this problem inside

Problem 1:

In this task you are provided with an object literal, and your tasks are to

- Store the value of the name property inside the catName variable, using bracket notation.
- Run the greeting() method using dot notation (it will log the greeting to the browser DevTools' console).
- Update the color property value to black.

Try updating the code below to recreate the Expected output:

```
1. let cat = {
2.     name : 'Bertie',
3.     breed : 'Cymric',
4.     color : 'white',
5.     greeting: function() {
6.         console.log('Meow!');
7.     }
8. }
9.
10. // Add your code here
11.
12. // Don't edit the code below here!
13.
14. const section = document.querySelector('section');
15.
16. let para1 = document.createElement('p');
17. let para2 = document.createElement('p');
18.
19. para1.textContent = `The cat's name is ${ catName }.`;
20. para2.textContent = `The cat's color is ${ cat.color }.`;
21.
22. section.appendChild(para1);
23. section.appendChild(para2);
```

Expected output:

The cat's name is Bertie.
The cat's color is black.

Problem 2:

In our next task, we want you to have a go at creating your own object literal to represent one of your favorite artist. The required members are:

- name: A string representing the artist name.
- nationality: A string representing the country the band artist from.
- genre: What type of music the artist plays.
- debut: A number representing the year the artist debuted.
- songs: An array representing the songs released by the artist. Each array item should be an object containing the following members:
 - name: A string representing the name of the album.
 - released: A number representing the year the album was released.

Include at least two songs in the songs array.

Once you've done this, you should then write a string to the variable **info**, which will contain a small biography detailing his/her name, nationality, years active, and style, and the title and release date of his/her first song and other song that you like the most.

Try updating the code below to recreate the Expected output:

```
1.  let info;  
2.  
3.  // Add your code here  
4.  
5.  // Don't edit the code below here!  
6.  
7.  const section = document.querySelector('section');  
8.  let para1 = document.createElement('p');  
9.  para1.textContent = info;  
10. section.appendChild(para1);
```

Expected output:

The Vietnamese pop star Son Tung M-TP were active since 2015.
His/her first song, Con mua ngang qua, was released in 2012.
His/her last song Hay trao cho anh is the most succesfully by far.

Problem 3:

Finally for our object basics assessment, we want you to return to the cat object literal from Task #1. We want you to rewrite the `greeting()` method so that it logs "Hello, said Bertie the Cymric." to the browser DevTools' console, but in a way that will work across *any* cat object of the same structure, regardless of its name or breed.

When you are done, write your own object called `cat2`, which has the same structure, exactly the same `greeting()` method, but a different name, breed, and color.

Call both `greeting()` methods to check that they log appropriate greetings to the console.

The code is not very [DRY](#) (each bit of code should only be defined once) — you've got the same method defined twice, for example. Describe how you'd make it less DRY? If you are not sure, then don't worry — this is what we'll be looking at in future articles in the series!

Try updating the code below to recreate the Expected output:

```
1.   let cat = {  
2.     name: 'Bertie',  
3.     breed: 'Cymric',  
4.     color: 'white',  
5.     greeting: function () {  
6.       console.log('Meow!');  
7.     },  
8.   };
```

Expected output:

Hello, said Bertie the Cymric.

Hello, said Elfie the Aphrodite Giant.

-- THE END --