

JavaScript Objects Exercise 1

In this exercise an object will be created using literal notation and properties and methods added to the object. These properties and methods will be accessed to update a web page.

Exercise 1 – Create an Object, Access its content and update a Web Page

The steps outlined below will help you complete the exercise:

1. On moodle download the zip file included with this exercise and extract the details to a location of your choice on your device.
2. Open the file object-literal.html in a text editor of your choice.
3. Create a folder in the same folder as object-literal.html, named js.
4. In the js folder create a file named object-literal.js.
5. Update object-literal.html, so it includes a reference to object-literal.js.
6. Update object-literal.js so that it includes the object definition shown in the Object lecture slides.
7. Update object-literal.js to update the element on the web page with id 'hotelName'. Use the name property for this purpose. To update the web page, you can use the first lab as a reference (Hint: DOM, textContent).
8. Update object-literal.js to update the element on the web page with id 'rooms'. Use the checkAvailability method for this purpose. To update the web page, you can use the first lab as a reference (Hint: DOM, textContent).
9. Save all modifications to object-literal.html and object-literal.js.
10. Open object-literal.html in a web browser of your choice.
11. Please confirm a page similar to the page shown below is displayed:

