**Complete the following tasks to successfully complete the project**

1. Name of Project

Aquarium

1. Record the URL of your GitHub page for this project

https://github.com/adara0925/aquarium-

1. Develop a flowchart showing how your program will operate.

On another document- flowcharrt

1. Keep a record of your testing. Do this by copying your JavaScript code and pasting it below. Annotate your code to clearly highlight errors. Explain what the problem is and what you will do to solve the problem. Repeat this process as you continue to identify errors.

window.onload=function() {

lengthObj = document.getElementById('txtLength');

heightObj = document.getElementById('txtHeight');

widthObj = document.getElementById('txtWidth');

costObj = document.getElementById('tdCost');

document.getElementById('btnReset').onclick = resetInputs;

document.getElementById('btnCalcCost').onclick = calcAquarium;

}

function resetInputs() {

lengthObj.value = '';

heightObj.value = '';

widthObj.value = '';

costObj.innerHTML = '';

}

function surfaceArea() {

var length = new Number(lengthObj.value);

var width = new Number(widthObj.value);

var height = new Number(heightObj.value);

return (length \* height \* 2) + (width \* height \* 2 ) + (length\* width \* 2);

}

function edges() {

var length = new Number(lengthObj.value);

var width = new Number(widthObj.value);

var height = new Number(heightObj.value);

return (height \* 4) + (length \* 2) + (width \* 2);

}

function glueCosts() {

var glue;

return edges() \* 0.1;

}

function labour() {

var workingCosts;

return surfaceArea() \* 0.01;

}

function glass() {

var amountOfGlass;

var height = new Number(heightObj.value);

var sA= surfaceArea();

if (height > 25) {

amountOfGlass = sA \* 0.06;

} else {

amountOfGlass = sA \* 0.1;

}

return amountOfGlass;

}

There were a few issues with this function.

1. I didn’t identify the first 3 variables.
2. The code was a bit jumbled up.
3. Im not sure if the equation has added up correctly.

function calcAquarium () {

var length = new Number(lengthObj.value);

var width = new Number(widthObj.value);

var height = new Number(heightObj.value);

var gl = glueCosts();

var workingCost = labour();

var amount = glass();

var GST = 1.1;

costObj.innerHTML = '';

if (isNaN(length) || isNaN(width) || isNaN(height)) {

alert('Invalid length or width of height');

return;

}

costObj.innerHTML = ((gl + amount + workingCost) \* GST);

}

1. Evaluate your solution in terms of risk, sustainability and potential for innovation and enterprise.

The risk is that the code could have a defect that we have not identify and that the code could be written wrong, therefore it might. They could fire the aquarium builder