**JS-TASK**

In this assignment, you will implement some simple JavaScript functions.

In completing this assignment, you will:

* Gain familiarity with JavaScript syntax and writing JavaScript functions
* Get experience working with JavaScript arrays and objects
* See how to execute JavaScript code using a web browser’s console

The zoo.test.js file contains the starter code for the functions that you will implement in this assignment

You will also see that zoo.test.js includes prototype functions for creating the objects you will need in implementing and testing the functions that you will write. Please do not change these functions.

At the bottom of zoo.test.js is a simple “hello world” function that you can use to make sure your development environment is set up correctly.

**Google Chrome** usage recommendedfor this assignment. Open zoo.html in your browser, then open the console by pressing F12.

Once you've opened the console, type " helloworld()" in the console (without the quotes) to run the helloworld() function in zoo.test.js.

Your browser should print "hello world!" in the console. If so, you're ready to proceed!

**Activity**

In zoo.test.js, implement these functions as follows:

**countFoodRequired**: This function should calculate the total amount of pet food that the store should order for the upcoming week. The animalNumber parameter represents the number of animals in the store, and foodAvg represents the average amount of food (in kilograms) eaten by each animal each week. The function should return the total amount of pet food that should be ordered for the upcoming week, or -1 if animalNumber or foodAvg is less than 0 or non-numeric.

***getMostTraffic***: This function determines which day of the week had the most number of people visiting the pet store. If two or more days are tied for the highest amount of traffic, an array containing the days (in any order) should be returned. If the input is null or an empty array, the function should return null. The input is an array of Weekday objects, which are created using the prototype function defined toward the bottom of zoo.test.js. This function should return a string containing the name of the most popular day of the week if there is only one most popular day, and an array containing the names (as strings) of the most popular days if there are more than one that are most popular.

***createAnimalObjects***: Given three arrays of equal length containing information about a list of animals – where names[i], types[i], and breeds[i] all relate to the same, single animal – this function should return an array of Animal objects constructed from the information provided in the arrays. The parameter names represents the array of the animals’ names; types represents the array of the animals’ types (e.g. "Lion", "Tiger", "Parrot"); and breeds represents the array of the animals’ breeds. This function should return an array of Animal objects (which you can create using the prototype function at the bottom of zoo.test.js), each of which contains the animal’s information, or an empty array if the arrays’ lengths are unequal or zero, or if any array is null.

**One more important note:**

Please do not change the names or lists of parameters for any of the functions that were provided. Also, please do not change the function prototypes for the Weekday, Item, or Animal classes. Be sure that all JavaScript is in zoo.test.js and that you have not created any additional files.

Please be sure that:

* You have not changed the names or parameter lists of any of the functions we have provided, or of the function prototypes for the Weekday, Item, and Animal classes
* You have not created any additional files and all of your JavaScript code is in zoo.test.js

**Testing:**

1.Get to your task location:

In terminal type:

* *cd: ../tasks/01\_zoo\_task*
* *npm install*
* *npm test*

thats it ☺