```
class scooter{  //a group of all the elements needed for functions below
        constructor(){
                this.scooters = ["ETZ5-IG26", "9AHJ-Q81F", "5RM5-KU5I", "8IT5-R3OR",
"ZQXR-3LYV"]; //list of scooters that the user will be interacting with
                this.locations = ["by the Bank", "by Bob and Judy's Hotel", "by
North High School", "by Redcircle Stadium", "by the Mayor's Office"];


//list of possible locations where the scooters and user might be
                this.scooterLocations = []; //list of locations of scooters
corresponding with their same indexed scooter that is in the scootersInUse list
                this.locationChosen = 0; //variable used for a random index for the
scooter(s) location
                this.num = 0; //variable used for the random number needed for the
random location index
                this.numberOfScootersInUse = 10; //variable used to represent the
amount of scooters in use for the site
                this.userAndScooterLocation = 0; //variable used to hold the same
location of the scooter and user
                this.scooterChosen = ""; //variable used to hold the scooter chosen
for the user by the same location
                this.time = 0; //variable used to hold the amount of times that it
has to rerun the random location functions

                                                //to get the same location for the
user and scooter
                this.locationOfScooterAndUser = ""; //variable used to hold the
location of the same location and user
        }
}

var projectHoneycomb = new scooter(); //new instance of the group of scooter
elements

function getRandomNumber(){ //gets a random number for the location index and stores
the random value in the num variable
        this.projectHoneycomb.num = Math.floor(Math.random() * 5); //uses math
function built into Javascript to receive a random number in the constraint of 5
}

function getRandomLocation(){ //gets a random location using the getRandomNumber()
function and stores it in the variable used for the random index of locations
        getRandomNumber(); //calls the getRandomNumber() function to get a random
number for the random location
        this.projectHoneycomb.locationChosen = this.projectHoneycomb.num; //assigns
the random number to the location of the scooter in question
}

function assignRandomLocationToScooter(){ //puts the random location into the
scooterLocations array so that the location randomly
```

```
//chosen will correspond with a scooter in the scooters array with the same index
number

this.projectHoneycomb.scooterLocations.push(this.projectHoneycomb.locations[this.pro
jectHoneycomb.locationChosen]);
                                                                        //adds the
random location to the list of scooter locations to line up with the scooter
assigned
}

function getAllLocationOfScooters(){ //gets random locations for all the scooters in
the scooters array list
        for(i = 0; i < this.projectHoneycomb.scooters.length; i++){ //used to loop
the calling of the following functions

//until the variable 'i' is equal to the scooters list amount in the list
                getRandomLocation(); // calls the function to get a random location
                assignRandomLocationToScooter(); //calls the function to assign that
random location to a scooter
                console.log(this.projectHoneycomb.scooterLocations);
        }
}

function assignAScooterToTheUser(){ //assigns a scooter with the same location as
the user and increments the numberOfScootersInUse

                                                                //variable along
with displaying it again on the screen
        this.projectHoneycomb.numberOfScootersInUse++; //increments the amount of
scooters up by 1;
        document.getElementById("numberOfScootersInUse").innerHTML = "Number of
Scooters Currently In Use By Happy Riders: "
                + this.projectHoneycomb.numberOfScootersInUse; //updates the amount
of scooters in use shown on the page
        document.getElementById("scooterChosen").innerHTML =
this.projectHoneycomb.scooterChosen +
        " is your scooter chosen nearest to you! Click the button below to pay for
your ride."; //displays the scooter that has the same location as the user
}

function showMapOfScooterLocation(){ //shows which map to show depending on the
location shared by the user and scooter
        if(this.projectHoneycomb.locationOfScooterAndUser == "by the Bank"){
//determines if the shared location is "by the Bank"
                document.getElementById("bankMap").style.display = "block"; //makes
the map of the Bank show
        }
        else if(this.projectHoneycomb.locationOfScooterAndUser == "by Bob and Judy's
Hotel"){ //determines if the shared location is "by the Bob and Judy's Hotel"
```

```
                document.getElementById("hotelMap").style.display = "block"; //makes
the map of the Hotel shows
        }
        else if(this.projectHoneycomb.locationOfScooterAndUser == "by North High
School"){ //determine if the shared location is "by North High School"
                document.getElementById("schoolMap").style.display = "block";
//makes the map of the High School shows
        }
        else if(this.projectHoneycomb.locationOfScooterAndUser == "by Redcircle
Stadium"){ //determines if the shared location is "by Redcircle Stadium"
                document.getElementById("stadiumMap").style.display = "block";
//makes the map of the Stadium shows
        }
        else if(this.projectHoneycomb.locationOfScooterAndUser == "by the Mayor's
Office"){ //determines if the shared location is "by the Mayor's Office"
                document.getElementById("officeMap").style.display = "block";
//makes the map of the Office show
        }
}

function checkUserLocationToScooterLocation(userLocation){ //compares the different
locations in the scooterLocations array list to the userLocation
        for(i = 0; i < this.projectHoneycomb.scooterLocations.length; i++){ //used
to loop until the userLocation lines up with a location for a scooter
                this.projectHoneycomb.userAndScooterLocation =
this.projectHoneycomb.scooterLocations.indexOf(userLocation);

                                                        //figures out if there is a
scooter sharing the same location as the user.
                this.projectHoneycomb.locationOfScooterAndUser = userLocation;
//assigns the location of the user to a variable
        }
        if(this.projectHoneycomb.userAndScooterLocation > -1){ //if the scooter has
a location that is the same as the user then it returns a number greater then one
                this.projectHoneycomb.scooterChosen =
this.projectHoneycomb.scooters[this.projectHoneycomb.userAndScooterLocation];

                        //assigns the variable scooterChosen to the scooter in the
array that has the same location as the user
                assignAScooterToTheUser(); //assigns the scooter that shares the
same location as the user to the user
                showMapOfScooterLocation(); //calls the function to show the map of
the location shared by the user and scooter
        }
        else if(this.projectHoneycomb.userAndScooterLocation == -1 ||
this.projectHoneycomb.time > 0){
                                                                                //if
there isn't a scooter that shares the same location as the user or the time
increment is greater the zero this runs
                alert("Please wait while we locate the nearest scooter for you.");
```

```
//shows alert to notify the user if there isn't a scooter avaiable near them
                this.projectHoneycomb.time++; //increments the time variable up to 
show how many times it has run
                getAllLocationOfScooters(); //runs function to get all new locations 
for all scooters

checkUserLocationToScooterLocation(this.projectHoneycomb.locationOfScooterAndUser);

                                                        //calls this function again 
and has the locationOfScooterAndUser as a parameter
        }
}

function pay(){
        document.getElementById("payScreen").style.display = "none"; //clears the 
page for a payment screen to be
}
```