

<b>Course:</b>	<b>INFO1234</b>
<b>Professor:</b>	<b>Jim Cooper</b>
<b>Project:</b>	<b>Exercise #6</b>
<b>Due Date:</b>	<b>Tuesday, April 7, 2020</b>
<b>Submitting:</b>	<b>Submit your zipped solution to the Exercise #6 drop-box</b>

## How will my exercise be marked?

<b>Marks Available</b>	<b>What are the Marks Awarded For?</b>	<b>Mark Assigned</b>
2	Change all “var” declarations to “let” declarations	
2	Convert “Console” and “Game” constructor functions to classes	
1	Correct submission of zipped HTML page, JavaScript and CSS	
5	Total	

## Exercise Description

1. Take the web application that accompanies this PDF doc and rename it for use with this exercise. For example: “Jimbo\_Exercise6.html”. Remember also that the existing exercise6.html web application loads both the JavaScript and CSS as external “documents” for the “js” and “css” folder respectively.
2. The purpose of this exercise is to complete two sets of modifications to the existing application.
3. Begin by converting all the “var” variable declarations to “let” declarations. Ensure that the web application still runs correctly.
4. Next convert the “Console” and “Game” constructor functions to ES6 classes. Use the practices as discussed in class and as shown in the “Classes.html” example.
5. Use getters for all the properties in both your “Game” and “Console” classes.