DGMD E-28  
Developing Single Page Web Applications  
Assignment 3: Objects

## Due Date

Mar 2 at 9pm EST

## Summary

The following two tasks will help practice with objects and arrays.

**Task 1:**

You are creating a simple order system for Joe’s Hotdgs. Joe’s has only 4 items: hotdogs, fries, soda and sauerkraut. The cost of the items is $4, $3.50, $1.50, $1 respectively. You need to do the following:

* Present the order choices to the user
* Get the order quantities desired for each item
* Calculate the order total
* Display the order plus the total

The order system needs to be implemented 4 ways:

1. Using an associative array of items and prices
2. Using a simple object format ( i.e. { })
3. Using a function object
4. Using a class

In each case, take full advantage of the specific construct you are using.

Note that each implementation should be in a different html file.

**Task 2:**

Your second task is to create a page that implements the game of blackjack in which a player plays against a dealer. It will be your choice how to implement the game given the following requirements:

1. You must use objects
2. You must use arrays
3. The card suit (diamond, heart, spade, club) must be displayed as an icon or image.
4. The player has their hand of cards plus a “wallet” of money they can use to bet
5. You may use events and any other means of input

## Deliverables:

## PDF with: URL of the 5 html files

Answer to the question:   
What are a) the most interesting and b) the most surprising Javascript constructs we have learned in the past few weeks.

## Rubric

Task 1: 40 points

Task 2: 60 points

20% effort

40% runs to spec

40% technical proficiency