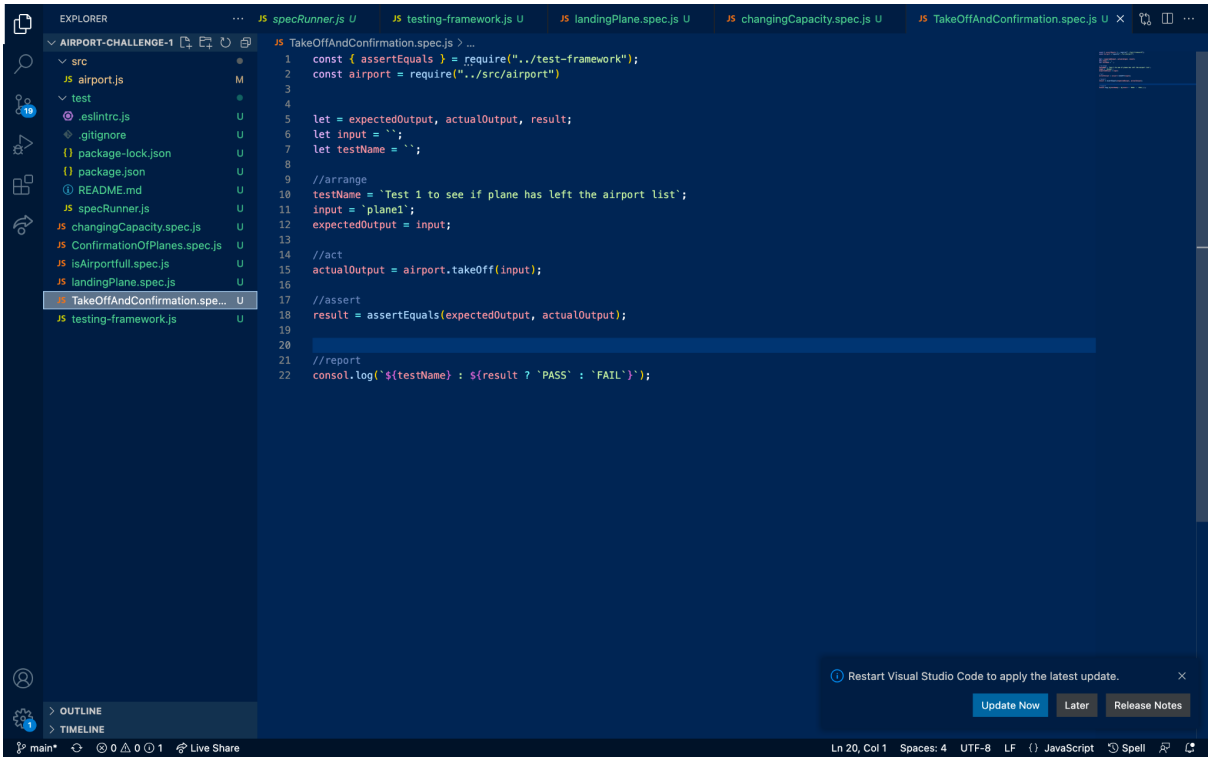
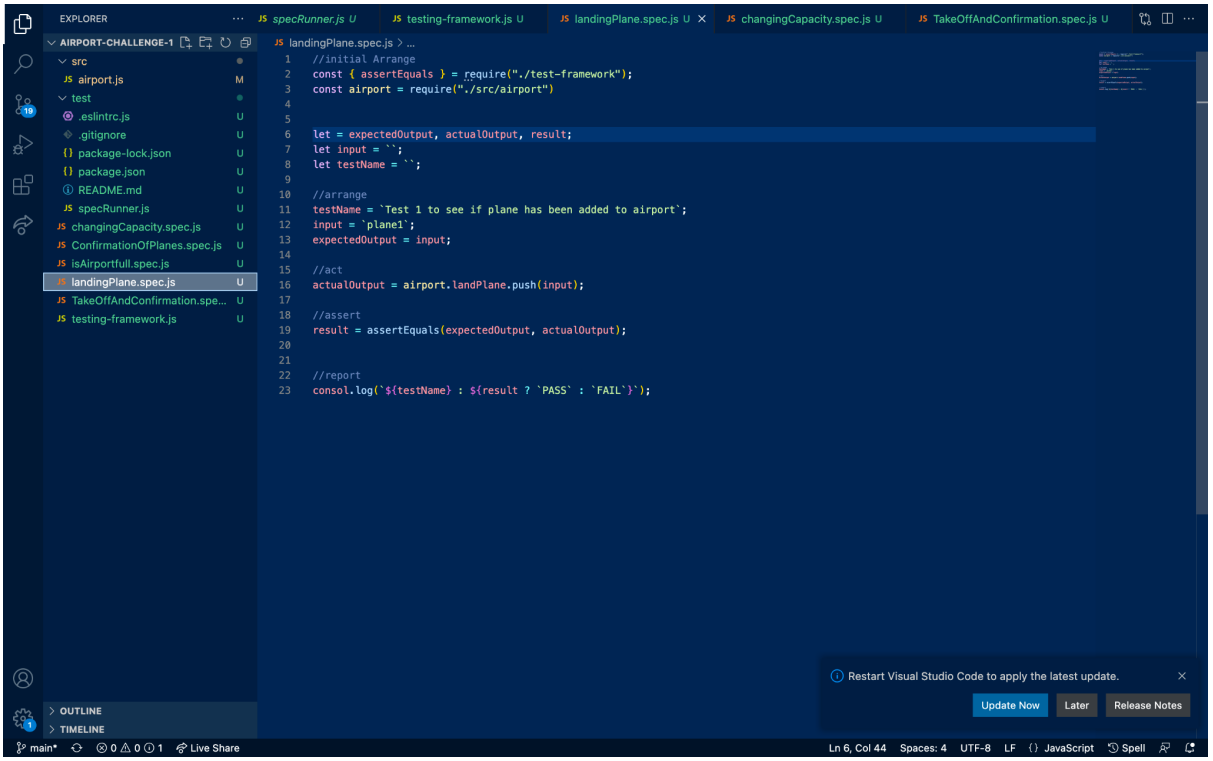

EXPLORER
specRunner.js U
testing-framework.js U
landingPlane.spec.js U
changingCapacity.spec.js U
TakeOffAndConfirmation.spec.js U
AIRPORT-CHALLENGE-1
src
airport.js M
test
.eslintrc.js U
.gitignore U
package-lock.json U
package.json U
README.md U
specRunner.js U
changingCapacity.spec.js U
ConfirmationOfPlanes.spec.js U
isAirportfull.spec.js U
landingPlane.spec.js U
TakeOffAndConfirmation.spe... U
testing-framework.js U
TakeOffAndConfirmation.spec.js > ...
const { assertEquals } = require("../test-framework");
const airport = require("../src/airport")
let = expectedOutput, actualOutput, result;
let input = ``;
let testName = ``;
//arrange
testName = `Test 1 to see if plane has left the airport list`;
input = `plane1`;
expectedOutput = input;
//act
actualOutput = airport.takeOff(input);
//assert
result = assertEquals(expectedOutput, actualOutput);
//report
consol.log(`${testName} : ${result ? `PASS` : `FAIL`}`);
Restart Visual Studio Code to apply the latest update.
Update Now
Later
Release Notes
OUTLINE
TIMELINE
main*
Live Share
Ln 20, Col 1
Spaces: 4
UTF-8
LF
JavaScript
Spell


EXPLORER
specRunner.js U
testing-framework.js U
landingPlane.spec.js U
changingCapacity.spec.js U
TakeOffAndConfirmation.spec.js U
AIRPORT-CHALLENGE-1
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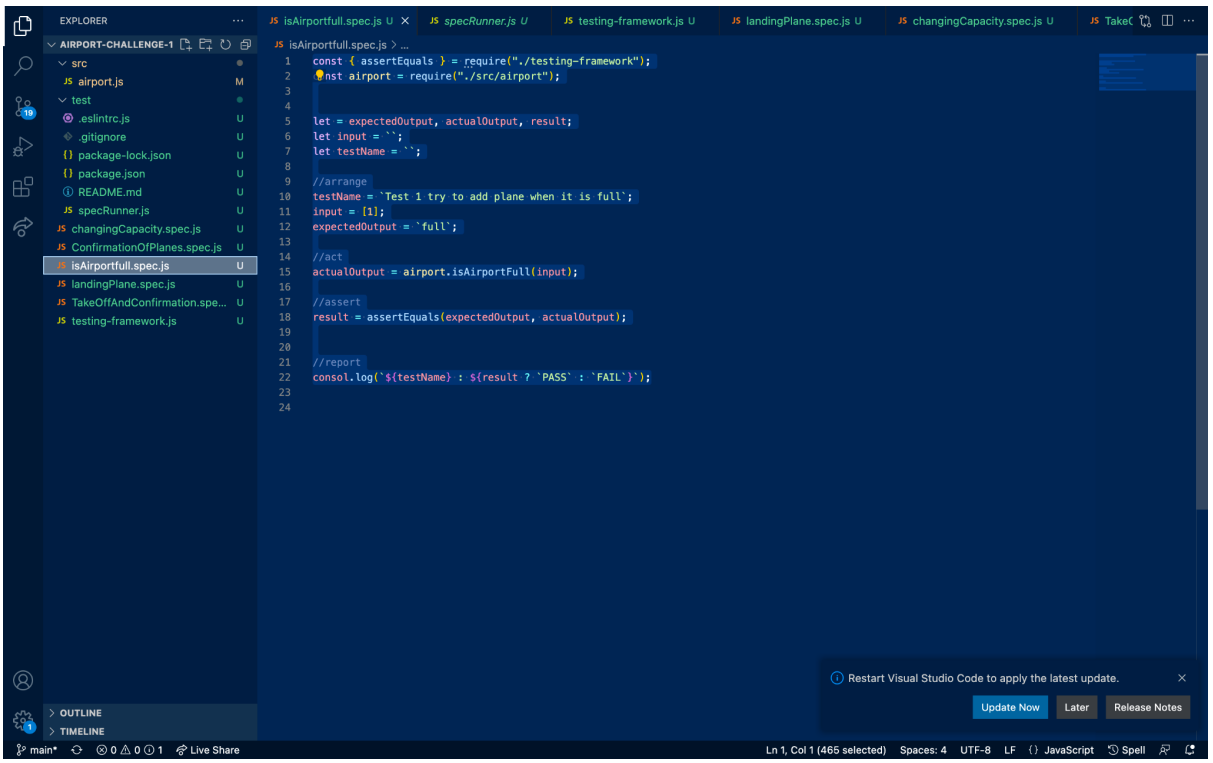
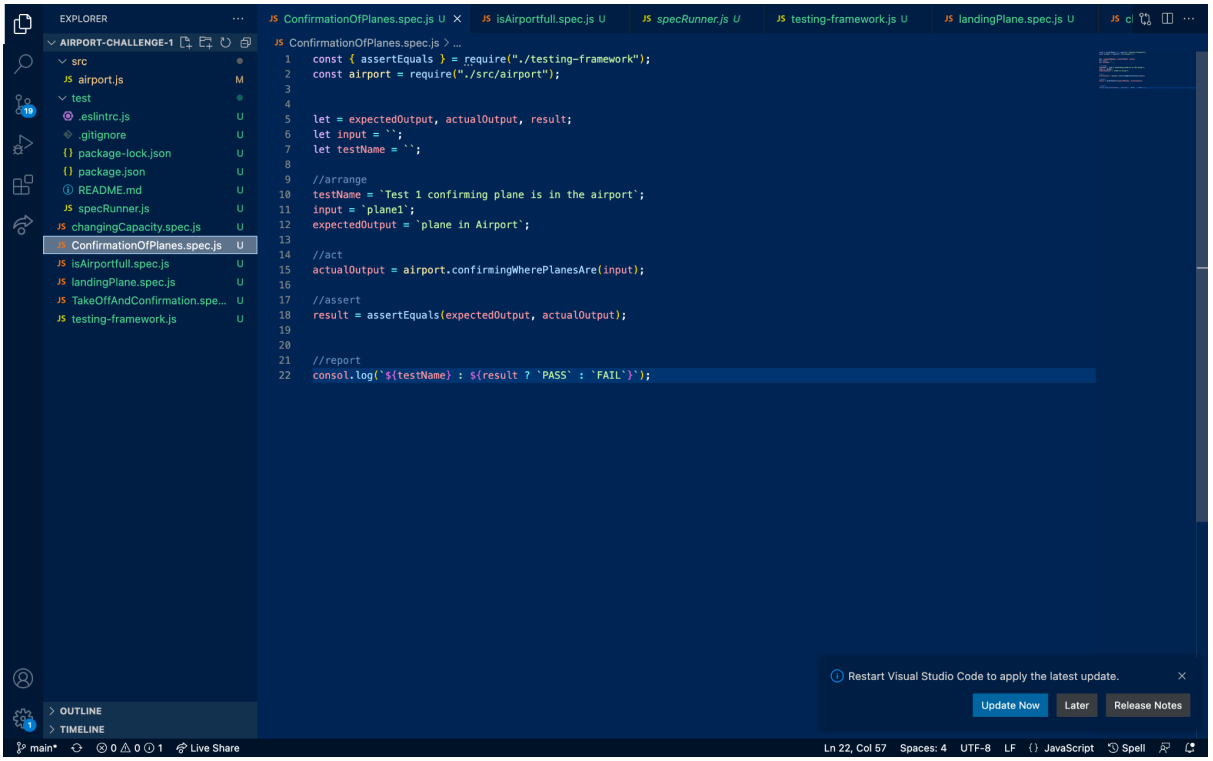
changingCapacity.spec.js U
ConfirmationOfPlanes.spec.js U
isAirportfull.spec.js U
landingPlane.spec.js U
TakeOffAndConfirmation.spe... U
testing-framework.js U
landingPlane.spec.js > ...
//initial Arrange
const { assertEquals } = require("./test-framework");
const airport = require("./src/airport")
let = expectedOutput, actualOutput, result;
let input = ``;
let testName = ``;
//arrange
testName = `Test 1 to see if plane has been added to airport`;
input = `plane1`;
expectedOutput = input;
//act
actualOutput = airport.landPlane.push(input);
//assert
result = assertEquals(expectedOutput, actualOutput);
//report
consol.log(`${testName} : ${result ? `PASS` : `FAIL`}`);
Restart Visual Studio Code to apply the latest update.
Update Now
Later
Release Notes
OUTLINE
TIMELINE
main*
Live Share
Ln 6, Col 44
Spaces: 4
UTF-8
LF
JavaScript
Spell


EXPLORER
AIRPORT-CHALLENGE-1
src
airport.js
test
.eslintrc.js
.gitignore
package-lock.json
package.json
README.md
specRunner.js
changingCapacity.spec.js
ConfirmationOfPlanes.spec.js
isAirportfull.spec.js
landingPlane.spec.js
TakeOffAndConfirmation.spe...
testing-framework.js
isAirportfull.spec.js U
specRunner.js U
testing-framework.js U
landingPlane.spec.js U
changingCapacity.spec.js U
isAirportfull.spec.js > ...
const { assertEquals } = require("./testing-framework");
const airport = require("./src/airport");
let = expectedOutput, actualOutput, result;
let input = ``;
let testName = ``;
//arrange
testName = `Test 1 try to add plane when it is full`;
input = [1];
expectedOutput = `full`;
//act
actualOutput = airport.isAirportFull(input);
//assert
result = assertEquals(expectedOutput, actualOutput);
//report
consol.log(`${testName} : ${result ? `PASS` : `FAIL`}`);
Restart Visual Studio Code to apply the latest update.
Update Now
Later
Release Notes
OUTLINE
TIMELINE
main*
Live Share
Ln 1, Col 1 (465 selected)
Spaces: 4
UTF-8
LF
JavaScript
Spell


EXPLORER
AIRPORT-CHALLENGE-1
src
airport.js
test
.eslintrc.js
.gitignore
package-lock.json
package.json
README.md
specRunner.js
changingCapacity.spec.js
ConfirmationOfPlanes.spec.js
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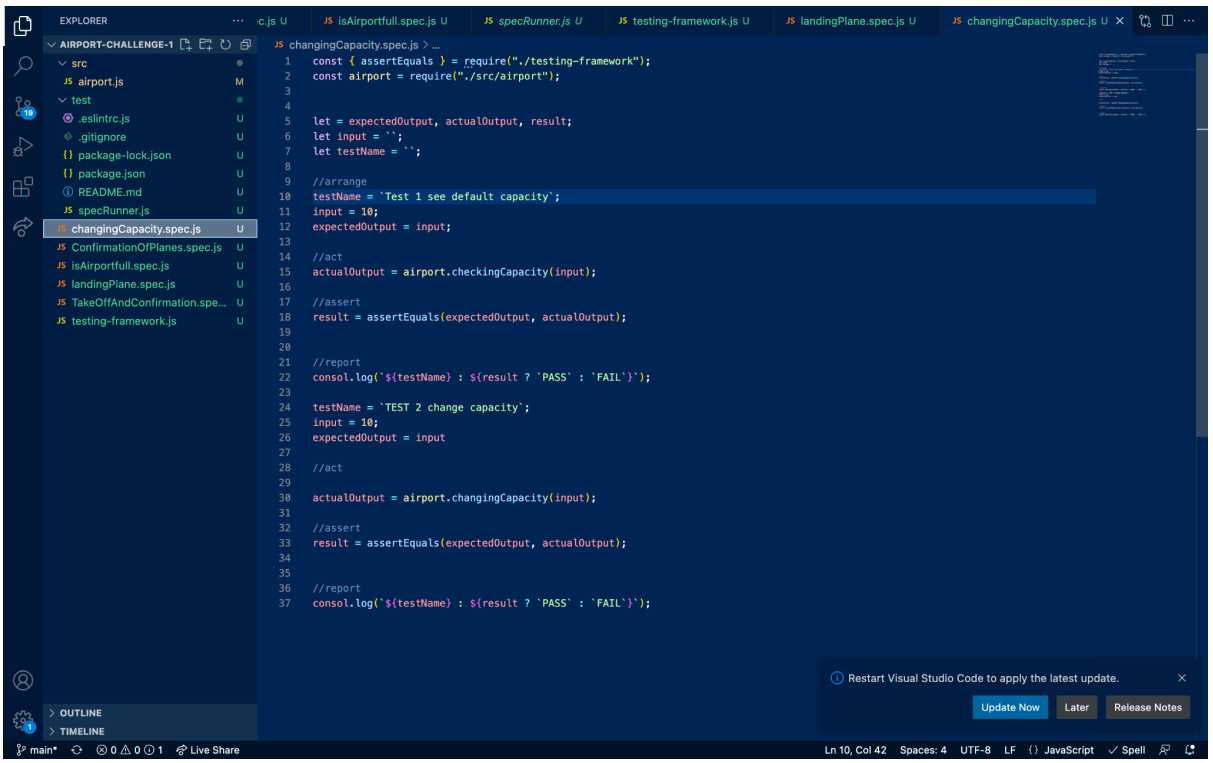
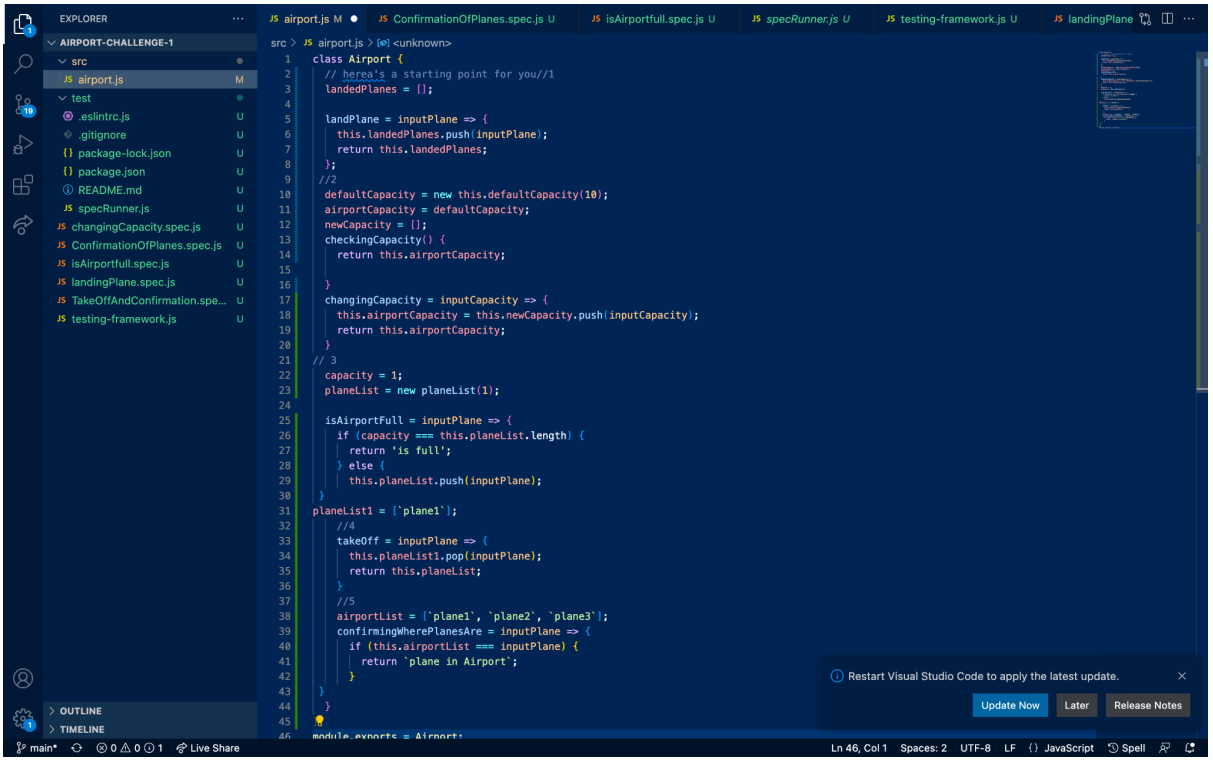
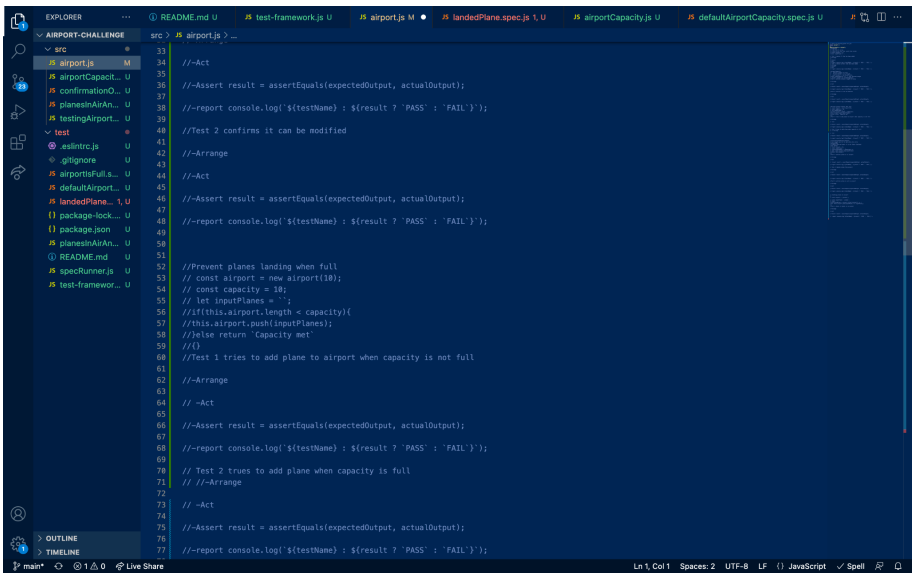
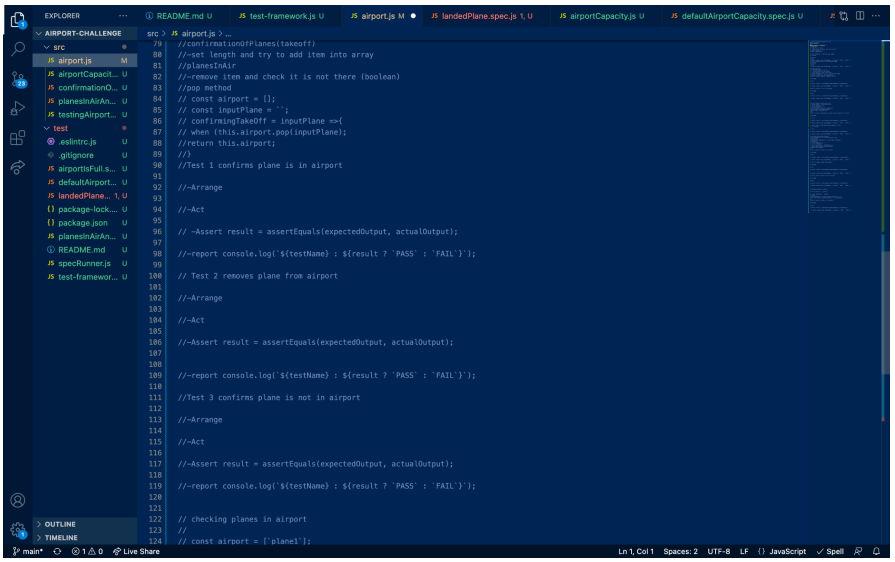
TakeOffAndConfirmation.spe...
testing-framework.js
ConfirmationOfPlanes.spec.js U
isAirportfull.spec.js U
specRunner.js U
testing-framework.js U
landingPlane.spec.js U
ConfirmationOfPlanes.spec.js > ...
const { assertEquals } = require("./testing-framework");
const airport = require("./src/airport");
let = expectedOutput, actualOutput, result;
let input = ``;
let testName = ``;
//arrange
testName = `Test 1 confirming plane is in the airport`;
input = `plane1`;
expectedOutput = `plane in Airport`;
//act
actualOutput = airport.confirmingWherePlanesAre(input);
//assert
result = assertEquals(expectedOutput, actualOutput);
//report
consol.log(`${testName} : ${result ? `PASS` : `FAIL`}`);
Restart Visual Studio Code to apply the latest update.
Update Now
Later
Release Notes
OUTLINE
TIMELINE
main*
Live Share
Ln 22, Col 57
Spaces: 4
UTF-8
LF
JavaScript
Spell


EXPLORER
AIRPORT-CHALLENGE-1
src
airport.js
test
.eslintrc.js
.gitignore
package-lock.json
package.json
README.md
specRunner.js
changingCapacity.spec.js
ConfirmationOfPlanes.spec.js
isAirportfull.spec.js
landingPlane.spec.js
TakeOffAndConfirmation.spe...
testing-framework.js
changingCapacity.spec.js > ...
const { assertEquals } = require("./testing-framework");
const airport = require("./src/airport");
let = expectedOutput, actualOutput, result;
let input = ``;
let testName = ``;
//arrange
testName = `Test 1 see default capacity`;
input = 10;
expectedOutput = input;
//act
actualOutput = airport.checkingCapacity(input);
//assert
result = assertEquals(expectedOutput, actualOutput);
//report
consol.log(`${testName} : ${result ? `PASS` : `FAIL`}`);
testName = `TEST 2 change capacity`;
input = 10;
expectedOutput = input
//act
actualOutput = airport.changingCapacity(input);
//assert
result = assertEquals(expectedOutput, actualOutput);
//report
consol.log(`${testName} : ${result ? `PASS` : `FAIL`}`);
Restart Visual Studio Code to apply the latest update.
Update Now
Later
Release Notes
OUTLINE
TIMELINE
main*
Live Share
Ln 10, Col 42
Spaces: 4
UTF-8
LF
JavaScript
Spell


EXPLORER
AIRPORT-CHALLENGE-1
src
airport.js
test
.eslintrc.js
.gitignore
package-lock.json
package.json
README.md
specRunner.js
changingCapacity.spec.js
ConfirmationOfPlanes.spec.js
isAirportfull.spec.js
landingPlane.spec.js
TakeOffAndConfirmation.spe...
testing-framework.js
src > airport.js > <unknown>
class Airport {
// herea's a starting point for you//1
landedPlanes = [];
landPlane = inputPlane => {
this.landedPlanes.push(inputPlane);
return this.landedPlanes;
};
//2
defaultCapacity = new this.defaultCapacity(10);
airportCapacity = defaultCapacity;
newCapacity = [];
checkingCapacity() {
return this.airportCapacity;
}
changingCapacity = inputCapacity => {
this.airportCapacity = this.newCapacity.push(inputCapacity);
return this.airportCapacity;
}
// 3
capacity = 1;
planeList = new planeList(1);
isAirportFull = inputPlane => {
if (capacity === this.planeList.length) {
return 'is full';
} else {
this.planeList.push(inputPlane);
}
planeList1 = [`plane1`];
//4
takeOff = inputPlane => {
this.planeList1.pop(inputPlane);
return this.planeList;
}
//5
airportList = [`plane1`, `plane2`, `plane3`];
confirmingWherePlanesAre = inputPlane => {
if (this.airportList === inputPlane) {
return `plane in Airport`;
}
}
}
module.exports = Airport;
Restart Visual Studio Code to apply the latest update.
Update Now
Later
Release Notes
OUTLINE
TIMELINE
main*
Live Share
Ln 46, Col 1
Spaces: 2
UTF-8
LF
JavaScript
Spell


EXPLORER
README.md U
test-framework.js U
airport.js M
landedPlane.spec.js 1, U
airportCapacity.js U
defaultAirportCapacity.spec.js U
AIRPORT-CHALLENGE
src
airport.js
test
OUTLINE
TIMELINE
main*
Live Share
Ln 1, Col 1
Spaces: 2
UTF-8
LF
JavaScript
Spell


EXPLORER
README.md U
test-framework.js U
airport.js M
landedPlane.spec.js 1, U
airportCapacity.js U
defaultAirportCapacity.spec.js U
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src
airport.js
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Ln 1, Col 1
Spaces: 2
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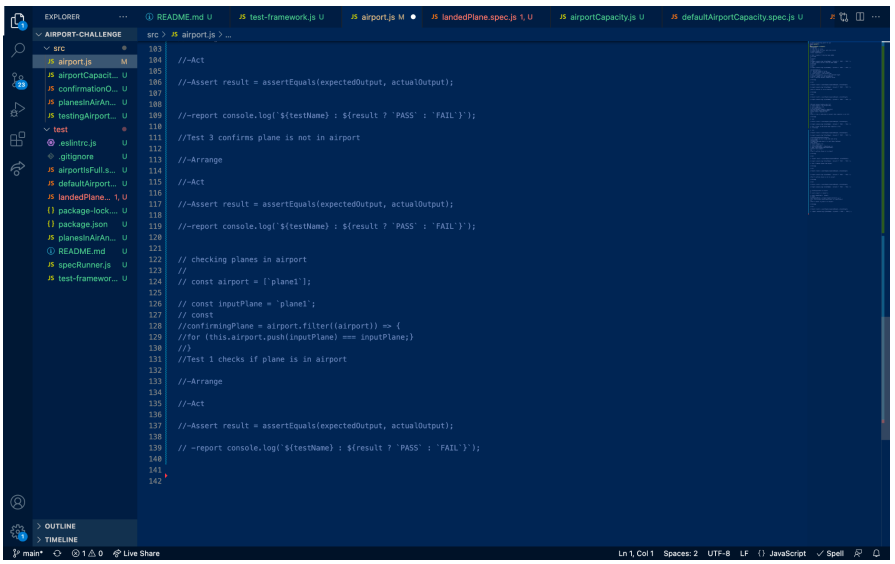
EXPLORER
README.md U
test-framework.js U
airport.js M
landedPlane.spec.js 1, U
airportCapacity.js U
defaultAirportCapacity.spec.js U
AIRPORT-CHALLENGE
src
airport.js
test
OUTLINE
TIMELINE
main*
Live Share
Ln 1, Col 1
Spaces: 2
UTF-8
LF
JavaScript
Spell