refocus

Home Assignment. Loyalty Program

Mentor-review | Level: Advanced | JavaScript

Estimated time of completion: 1 hour

You need to submit this task for review.

Watch the video lessons to complete this task. If you have any questions, you may ask your mentor's help via the use the real time chat on the learning platform. You can find it on the down right corner of your screen.

After you submit the completed task, mentors will review it and send their feedback via email. Don't worry if your work is not approved: you can always retake the assignment, and it won't affect your final grade.

Goal

A marketplace you are working with wants to create a loyalty program. A customer can get points when they buy something. What you need to do is greet them on the app, show the current number of points they have, show them their receipt, and show the new number of points they have.

Task 1: Create a Customer Object

Instructions

To complete the task, follow these steps:

1. Open VS Code, and create a new file. Save it as "javascript_object.js."
2. Create a variable named "customer" using the "let" declaration. Set its value as shown in the table below:

customer_name	Johnny Manggo
points	12300
cart	item: "Shampoo", quantity: 2, price_$: 3
	item: "Soap", quantity: 2, price_$: 2
	item: "Toothpaste", quantity: 1, price_$: 3

Task 2: Greet the Customer and Show Their Points

Instructions

To complete the task, follow these steps:

1. Print a greeting message to the customer. Include the customer name in the greetings.

Hint: Use the "customer" variable and the "customer_name" key.

Hint: You can use the greeting "Hi, (customer name)! We are happy to see you today." or come up with your own.

2. Print the number of points the customer has.

Expected Outcome

The greeting message should look like the following:

```
Hi, Johnny Manggo! We are happy to see you today.
Your current points are: 12300.
```

Task 3: Print the Receipt

Instructions

To complete the task, follow these steps:

1. Create a loop statement that will iterate the customer's cart items.
2. Print the customer's cart items in this format:

{Quantity}x {item} ---- $ {price}

3. Add a new variable named "total_bill" using the "let" declaration, and place it before the loop statement you created in the previous task. Set its value to 0.
4. Modify the loop statement. To do that, add a calculation of the total bill for each iteration. On each iteration, an item's price should be added to the "total_bill."

Hint: To calculate the total bill, multiply each item's quantity by its price, and sum up all the results.

5. Print the total bill after the loop statement.

Expected Outcome

After running the script, you should see this result printed on the console:

```
Purchased Items:
2x Shampoo ---- $ 6.00
2x Soap ---- $ 4.00
1x Toothpaste ---- $ 3.00
Total Bill: 13
```

Task 4: Calculate the New Points

Instructions

To complete the task, follow these steps:

1. Use the existing loop statement to add a calculation that will increment the customer's points by the quantity for each item iteration.

Hint: A customer gets 1 point for every item in their cart multiplied by quantity. For example, if Johnny bought 2 shampoos, he gets 2 points on the first iteration.

2. Print the customer's new total number of points right after the total bill.

Expected Outcome

After running the script, you should see this result printed on the console:

```
PROBLEMS 2   OUTPUT   DEBUG CONSOLE   TERMINAL   JUPYTER   Code
[Running] node "c:\Users\Darl Jed\Documents\JS_Homework\javascript_object.js"
Hi, Johnny Manggo! We are happy to see you today.
Your current points is: 12300
Purchased Items:
2x Shampoo ---- $ 3.00
2x Soap ---- $ 2.00
1x Toothpaste ---- $ 3.00
Total Bill: 13
New Current Points: 12305

[Done] exited with code=0 in 0.195 seconds
```

How to upload completed tasks

To upload the assignment, make a ".zip" archive containing all the necessary files, and upload the file here.