Week 9 Exercise (creating objects using constructor function)

JavaScript constructor that creates a phone object.

When an instance of a phone object is created, it will have the following properties: make(string), model(string), releaseYear(number). Each instance of a phone object will have two methods. One named "makeCall", which makes a pretend call to the number passed to it as string. This method should just write to the console.log a message like "calling 416-222-2222". Another method that returns the information about the phone as one string as shown below:

Make: Samsung, Model: Galaxy S10, Year: 2019

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1   Create a constructor function called Phone, that takes three parameters (make, model, year) and performs following:

    a.   Sets properties <u>make</u>, <u>model</u> and <u>year</u> to the values passed to this constructor.

    b.   Method named "makeCall" which makes a pretend call to the number passed to it as string. This method should just write to the console.log "calling 416-222-2222", where the phone number is the value that was passed to this method.

    c.   A second method that returns a string in the format shown above.

2   Create at least 3 object using the Phone constructor by passing values of your choice for <u>make</u> <u>model</u>, <u>year</u>. You can use any name for your phone objects.

3   Invoke the two methods on all your objects:

    a.   Invoke the makeCall method, by passing a phone number to it as string (i.e phone1.makeCall("416-222-2222"); Check if the message gets displayed in console.

    b.   Also invoke the method that returns phone's info as one string and display the returned value for each phone on a separate line on the screen.

4   Upload your files to your gblearn account public_html/comp1231/lab/practices/wk9