Практична робота №11

**1 Тема:** Робота за масивами в JS

**2** **Мета**: Навчитися використовувати і створювати масиви, виконувати перебір

масивів, використовувати існуючі методи для роботи з масивами..

**3** **Технічне забезпечення:**

**4 Завдання:**

**5. Виконання:**

class Game{

elImg1 = document.getElementById(`img-player1`);

elImg2 = document.getElementById(`img-player2`);

elName1 = document.getElementById(`name-player1`);

elName2 = document.getElementById(`name-player2`);

player1;

player2;

constructor() {

const first = pokemons[random(5)];

console.log(first);

this.player1 = new Pokemon({

...first,

selectors:'player1'

});

this.elImg1.src = first.img;

this.elName1.innerText = this.player1.name;

const second = pokemons[random(5)];

console.log(second);

this.player2 = new Pokemon({

...second,

selectors:'player2'

});

this.elImg2.src = second.img;

this.elName2.innerText = this.player2.name;

start(this.player1, this.player2, this);

}

getFirst = () => {

const first = pokemons[random(5)];

console.log(first);

this.player1 = new Pokemon({

...first,

selectors:'player1'

});

this.elImg1.src = first.img;

this.elName1.innerText = this.player1.name;

return this.player1;

}

getSecond = () => {

const second = pokemons[random(5)];

console.log(second);

this.player2 = new Pokemon({

...second,

selectors:'player2'

});

this.elImg2.src = second.img;

this.elName2.innerText = this.player2.name;

return this.player2;

}

startGame = () => {

this.getFirst();

this.getSecond();

const allButtons = document.querySelectorAll(".control .button");

allButtons.forEach($item => $item.remove());

start(this.player1, this.player2, this);

}

newEnemy = () => {

const second = pokemons[random(5)];

this.player2 = new Pokemon({

...second,

selectors:'player2'

});

console.log(this.player2);

this.player2.hp.current = this.player2.hp.total;

this.elImg2.src = second.img;

this.elName2.innerText = this.player2.name;

return this.player2

}

}

export default Game;

**6. Висновок:** Навчився використовувати об’єкти та класи в JavaScript.