**Assignment 2:** Defining a goal and designing the script

I have chosen to continue working on my travel page from my first assignment. My goal for the script is to give the user a random place to travel to in Europe as well as information and a picture of the place. The user can also decide if it wants a city with a beach, a capital or other cities.

**Smaller tasks:**

- Create the objects – places to visit
    - Create a constructor function notation
    - Use the new keyword and create all the objects, which is the places the user can travel to, inside an array
    - Add and delete properties
    - Check if the properties exist in the function constructor
- Divide the cities into categories – beach, capital or other
    - Declare empty arrays for the categories
    - Loop through the array with all the objects
    - If statements that push the cities to the right category
- Function that picks a random city regardless of which button the user clicks on
    - Use the Random method to find a place to visit
    - Display the information about the city
    - Display the picture of the city
    - Call on the function
- Link to see the result when clicking on the first button, which is the button that includes all the cities
    - Use window.alert
    - Call on the function
- Present the todays day
    - Create a function – local scope –> local variables
    - Use getDay()
    - Switch statement to calculate the weekday number to the weekday name

**Bonus/from the first assignment**

- Create a function that shows different pictures with a timer
  - o Loops through the pictures
  - o Starts on the first picture when every picture is showed
  - o Set a timer so it goes automatic
  - o Call on the function
- Display the number of cities that the user can get with the first button, which is the button that includes all the cities
  - o Print out the length of the array that stores the objects

```
                    Start

                  Switch day

    case 0    ──Yes──▶   "Sunday"   ──Break──┐
      │                                       │
      No                                      │
      ▼                                       │
    case 1    ──Yes──▶   "Monday"   ──Break──┤
      │                                       │
      No                                      │
      ▼                                       │
    case 2    ──Yes──▶   "Tuesday"  ──Break──┤
      │                                       │
      No                                      │
      ▼                                       │
    case 3    ──Yes──▶   "Wednesday" ─Break──┤
      │                                       │
      No                                      │
      ▼                                       │
    case 4    ──Yes──▶   "Thursday" ──Break──┤
      │                                       │
      No                                      │
      ▼                                       │
    case 5    ──Yes──▶   "Friday"   ──Break──┤
      │                                       │
      No                                      │
      ▼                                       │
    case 6    ──Yes──▶   "Saturday" ──Break──┘
                                              │
                                              ▼
                              Writes good day with
                                   innerHTML
                                      │
                                      ▼
                                    Stop
```

```
                    Start

                      │
                      ▼
          ┌───────────────────────┐
          │   creates objects by  │
          │   constructor notation│
          └───────────────────────┘
                      │
                      ▼
          ┌───────────────────────────┐
          │ Loop through every object │
          │ and place them inside     │
          │ arrays                    │
          └───────────────────────────┘
                      │
                      ▼
                  ◇ if                  ──Yes──►  ┌────────────────────┐
                  type === beach                  │ push city to the   │
                      │                           │ beach array        │
                      No                          └────────────────────┘
                      ▼
                  ◇ else if             ──Yes──►  ┌────────────────────┐
                  type === capital                │ push city to the   │
                      │                           │ capital array      │
                      No                          └────────────────────┘
                      ▼
                  ◇ else                ──Yes──►  ┌────────────────────┐
                                                  │ push city to the   │
                                                  │ other city array   │
                                                  └────────────────────┘
                                                            │
                                                            ▼
                                      ┌──────────────────────────────┐
                                      │ Function that takes the array │
                                      │ as a parameter and picks a    │
                                      │ random city from the array    │
                                      └──────────────────────────────┘
```

User clicks on the random city button

User clicks the random beach button

User clicks the random capital button

User clicks the random small city button

calls on the function with the placesNameArray as a parameter

calls on the function with the beach array as a parameter

calls on the function with the capital array as a parameter

calls on the function with the otherCity array as a parameter

Finds a random value from the spesific array

Display the random city and the information about the city

Stop

```
                          Start

                          │
                          ▼

                   Function declaration

                          │
                          ▼

                 Loop through the pictures

                          │
                          ▼

   skip  ◄──NO──   Is every picture showned?

                          │
                         YES
                          │
                          ▼

                 Start over and show the
                   first picture again

                          │
                          ▼

                   calls on the function

                          │
                          ▼

                          Stop
```