

Course
JavaScript Programming Language and jQuery

Module 2

TOPIC: OBJECT. ARRAYS. ARRAY OBJECT. STRINGS.
STRING OBJECT. DATE OBJECT. MATH OBJECT.
INTRODUCTION TO OOP

Task 1

Create an object that describes a car (manufacturer, model, year, average speed), and the following functions for working with this object.

1. Function for displaying information about the car on the screen.
2. A function for calculating the necessary time to overcome the set distance with an average speed. Take into account that every 4 hours, the driver needs to take a break for 1 hour.

Task 2

Create an object that contains a separate numerator and denominator of the fraction, and the following functions for working with this object.

1. Function of adding 2 fractional objects.
2. The function of subtraction of 2 fractional objects.
3. Function of multiplying 2 fractional objects.
4. Function of dividing 2 objects-fractions.
5. Function of reducing the fraction object.

Task 2

Create an object that describes the time (hours, minutes, seconds), and the following functions to work with this object.

1. Time display function.
2. The function of changing the time for the set number of seconds.
3. The function of changing the time for the set number of minutes.
4. The function of changing the time for the set number of hours.

Note that in the last 3 functions, if one part of the time is changed, the other may change as well.

For example: if you add 30 seconds to the time "20:30:45", you should get "20:31:15", not "20:30:75".