Week 11 codify academy

**Week 11**

**Code to Review**

[Review Codify Quiz Example Code.](http://codifyacademy.com/litmos/wk10/quiz" \t "_blank)

**Exercises**

***Important: Make sure to add comments to your code to help your future self.***

1. Create a copy of your template folder and rename it to week11exercise.
2. Drag this new folder into your 'week11' folder inside your 'codify' folder.
3. When working through these exercises, there are bits and pieces of the instructions that are deliberately left out. You should start thinking about what you THINK you will need in order to accomplish the request.
4. In JS: Create three objects with four properties (one must be an image file path) using object literal notation.
5. In JS: Create the same three objects, with the same four properties, using constructor notation.
6. In JS: Add to a method to each literal object. The method should tmultiply two numbers and return the product.
7. In JS: Add the same method to your constructor function.
8. In JS: Add each object created by the constructor function to an array.
9. In JS: Loop through the array of objects. Create an element for each property so you have a place to display each piece of information.
10. In JS: Still in the loop, create individual text nodes for each piece of information. Add these text nodes to the elements you created.
11. In JS: Still in the loop, update the source and alt attributes of the image.
12. In HTML: Create a container element and add all the new elements to it using JavaScript.
13. In JS: Still in the loop, finally add the contianer to the HTML so the user can view the content.

***Once you have completed these exercises add them to Github.***

[Download Completed Week 11 Exercises](http://codifyacademy.com/wk11/week11exercises.zip)

**Project**

Today we will start creating an Ecommerce inspired image gallery. You must first decide what you want to display / "sell". Use constructor notation and createElement() to create all of the objects.

**Steps For Making this JavaScript Project - Remember to break this project into manageable steps:**

1. Paper Prototype the layout of your quiz.
2. Create the HTML needed to append the new elements to the DOM.
3. Write pseudocode for the planned JavaScript Logic.
4. Write JavaScript from your pseudo code.
5. Style the finished product with some CSS.

**Working Project Examples**

[Ecommerce Example](http://codifyacademy.com/tshirt" \t "_blank) [Job Tracker Example](http://codifyacademy.com/litmos/wk11/jobtrack" \t "_blank) [Card Display Example](http://codifyacademy.com/litmos/wk11/carddisplay" \t "_blank)