# Pogcalc Flowchart

Create a flowchart that does the following:

1. Reads a file containing “Pogchamps”
2. For each Pogchamp, you will read their number of pogs and the date of their last pog tournament win
3. You will need to calculate the amount of time between each Pogchamp’s last tournament win and today
4. You will need to calculate how many Pogchamps have not won a tournament since the 1990’s
5. After reading all Pogchamp information, you will display the total number of pogs owned by all Pogchamps, and the average number of pogs owned by all Pogchamps
6. After reading all Pogchamp information, you will also display the average amount of time that has passed since each Pogchamp’s last victory in years
7. After reading all Pogchamp information, you will also display the percentage of Pogchamps that have had victories since 2000 or sooner.
8. Ensure that your flowchart is optimized. Do not use multiple loops where one will do.

Print your flowchart and submit in the DocPac

# Pogcalc Data Generation

Create a nodeJS program that does the following:

1. Create an array of 20 name strings
2. Creates a class called “Pogchamp” that takes no arguments in the constructor. In the constructor:
   1. Create a ‘name’ property whose value is two random names from the names array above, concatenated together and separated by a space
   2. Create a ‘lastWin’ property whose value is a random number between the Epoch time Jan 1, 1990 (631152000000 in milliseconds) and today’s current date in Epoch time
   3. Create a ‘pogsOwned’ property that is a random number between 0 and 100
3. Create an empty list called “champData”
4. Use a loop to push 100 new Pogchamp objects to the “champData” array
5. Stringify the champData array and write in to a JSON file using ‘fs’ module

Print your code and submit in the DocPac

# Pogcalc Data Analysis

Create a nodeJS applications that functions as outlined by your Pogcalc Flowchart.

Print your code and submit in the DocPac