ALGONQUIN COLLEGE

School of Advanced Technology

CST8209 – Lab 5 - Objects & Arrays

Objective

In this evaluation you will apply what you learnt about JavaScript variable, loops, functions, objects and arrays. **Hint: Use the Lab5 Example and video to guide you through the steps below.**

Requirements

1. Download the zipped file folder Lab5.zip
2. Extract the files and save to your computer – preferably to your course workspace folder
3. Open the Lab5 folder in your code editor (Atom)
4. You should find the following files in the Lab5 project folder:
    a) /index.html
    b) /scripts/script.js

Section A – Create Book class

1. Create a class "Book" with a constructor that takes: title, author and genre properties
2. Create a class method named displayBookInfo() for the Book class in file script.js, this method will return formatted html in this form:(ps see last page)

Section B – Function to input a new Book info(5 points)

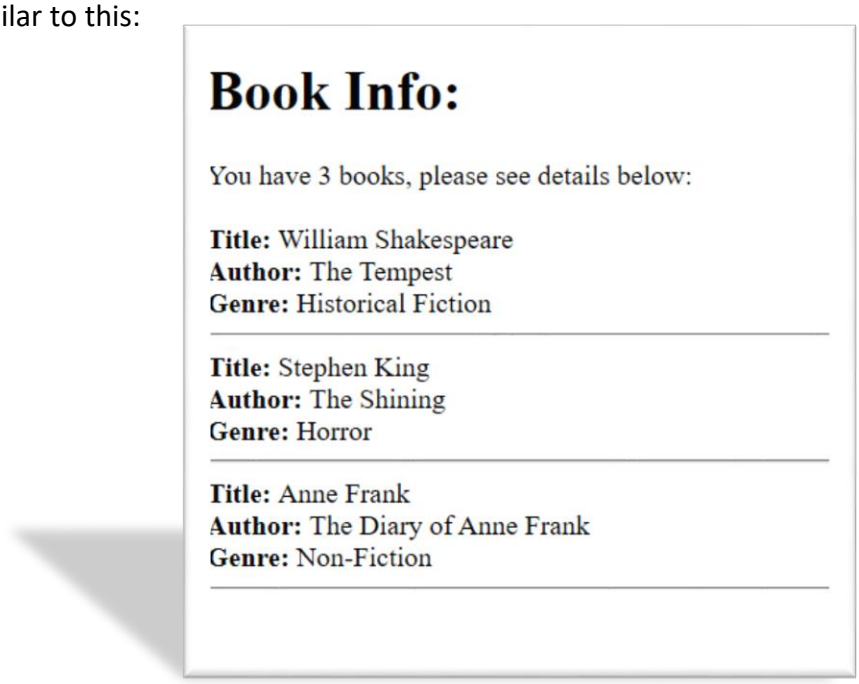
1. Create a function named addBook() in file script.js
2. The addBook() function will prompt the user to enter a new book information
3. The addBook() function will return a Book object
4. Create variables to prompt and set values for title, author and genre
   (objects already created in script.js are only sample data for the book class that you need to create)

Section C – Populate array of Books

1. Prompt the user to enter at least 3 books by calling addBook() - see above for details
2. Add each new book object to bookArray[]
3. You will need to loop either with a specific number of times or indefinitely with a mechanism to exit the loop (say prompt the user if he want to exit)

Section D – Display all books in html

1. Display on the html page:
   "*You have **n** books, please see details below:",* where n is the length of the bookArray calculated dynamically.
2. Loop over the bookArray[] displaying the book info by calling displayBookInfo()
3. The output should look similar to this:



Submit Your Work

- Save all your work.
- Rename the Lab5 folder to Lab5_first_last , then compress it to Lab5_first_last.zip Example Lab5_John_Doe.zip
- Upload the zipped file to BrightSpace

Marking Scheme Rubric

This lab has a maximum mark of 3, awarded according to the following rubric.

Criteria	Mark
Superior capability. Lab submitted meets or exceeds expected standards	3
Satisfactory capability, acceptable product/result	2
Marginal capability, substandard product/result	1
No capability, unacceptable product/result. Work not submitted	0

Note that 40% of your final grade comes from the grades you obtained from your labs and assignments.