JS Patterns

**DEADLINE:** 21/04/2019

## FOLDER STRUCTURE

FLX\_homework\_23/\*

   homework/\*

       src/\*

           index.html\*

app.js\*

eslintrc.json\*

## TASK

* Create class User which will set next properties: name, orderTotalPrice, weekendDiscount, nightDiscount, bonus.
* Create decorator getDiscount(): In night time (23:00 - 6:00) user should get nightDiscount;
  + also weekendDiscount if it is Saturday or Sunday.
* Create decorator setBonus(): For each 100 uah user should get 5 uah bonus
* One of User’s methods must be makeOrder() and return ‘Price after discount and including bonuses is 56.20’ e.g.

## RESTRICTIONS

* Restricted to use ES2016 decorator feature like @decorator

## BEFORE SUBMIT

* Remove all unnecessary files that you might have included by mistake
* Verify that all functionality is implemented according to requirements
* Add comments if the code is difficult to understand
* Fix warnings/errors in the browser console
* Verify that the name of the folders and files meet the requirements
* Make sure there are no errors/warnings in the browser console
* Run the linter and fix all warnings and errors

## SUBMIT

* The folder should be uploaded to GitHub repository 'fl-10' ( 'flx') into master branch

## USEFUL LINKS (and books)

* <https://addyosmani.com/blog/decorator-pattern/>
* Javascript Patterns. Stoyan Stefanov
* Learning JavaScript Design Patterns. Addy Osmani
* Дизайн-патерни — просто, як двері. Андрій Будай