2/21/22, 10:01 PM

```
1 // Budget Controller
 3 var budgetController = (function () {
 4
 5
       var Expense = function (id, description, value) {
 6
           this.id = id.
 7
               this.description = description;
 8
           this.value = value.
 9
               this.percentage = -1
10
      };
11
12
       Expense.prototype.calcPercentage = function (totalIncome) {
13
           if (totalIncome > 0) {
14
               this.percentage = Math.round((this.value / totalIncome) * 100);
15
16
           else {
17
               this.percentage = -1;
18
19
       };
20
21
       Expense.prototype.getPercentage = function () {
22
           return this.percentage;
23
      };
24
25
       var Income = function (id, description, value) {
26
           this.id = id,
27
               this.description = description,
28
               this.value = value:
29
      };
30
31
       var calculateTotal = function (type) {
32
           var sum = 0;
33
           data.allItems[type].forEach(function (curr) {
34
               sum += curr.value;
35
           });
36
           data.totals[type] = sum;
37
      };
38
39
      var data = {
40
           allItems: {
41
               exp: [],
42
               inc: []
43
           },
44
           totals: {
45
               exp: 0,
46
               inc: 0
47
48
           budget: 0,
49
           percentage: -1
50
      };
51
52
       return {
53
           addItem: function (type, des, val) {
               var newItem, ID;
54
55
```

```
56
                //create new ID
 57
                //console.log(data);
 58
                if (data.allItems[type].length > 0) {
 59
                    ID = data.allItems[type][data.allItems[type].length - 1].id + 1;
 60
 61
                else {
 62
                    ID = 0;
 63
 64
                if (type === 'exp') {
 65
                    newItem = new Expense(ID, des, val);
 66
 67
                else {
 68
                    newItem = new Income(ID, des, val);
 69
 70
                //push it into our data structure
 71
                data.allItems[type].push(newItem);
 72
 73
                //return the new element
 74
                return newItem:
 75
           },
 76
 77
            delelteItem: function (type, id) {
 78
                var ids, index;
 79
                ids = data.allItems[type].map(function (current) {
 80
                    return current.id;
 81
                });
 82
                index = ids.indexOf(id);
 83
                if (index !== -1) {
 84
                    data.allItems[type].splice(index, 1);
 85
 86
            },
 87
 88
            calculateBudget: function () {
 89
                //calculate total expense and income
 90
                calculateTotal("exp");
 91
                calculateTotal("inc");
 92
 93
                //calculate the budget: income -expense
 94
                data.budget = data.totals.inc - data.totals.exp;
 95
 96
                //calculate the percentage of income that we spent
 97
                if (data.totals.inc > 0) {
 98
                    data.percentage = Math.round((data.totals.exp / data.totals.inc) *
    100);
 99
100
                else {
101
                    data.percentage = -1;
102
103
           },
104
            calculatePercentage: function () {
105
106
                data.allItems.exp.forEach(function (curr) {
107
                    curr.calcPercentage(data.totals.inc);
108
109
                });
110
            },
```

localhost 62812 1/8 localhost 62812 2/8

```
element = domsStrings.incomeContainer;
                     html = '<div class="item clearfix" id="inc-%id%"><div</pre>
     class="item description">%description%</div><div class="right clearfix">' +
                         '<div class="item value">+ %value%</div><div</pre>
     class="item delete"><button class="item delete--btn"><i class="ion-ios-close-
                         '</i></button></div></div>'
                 else if (type === 'exp') {
                     element = domsStrings.expenseContainer;
                     html = '<div class="item clearfix" id="exp-%id%"><div</pre>
     class="item description">%description%</div><div class="right clearfix">' +
                         '<div class="item value">- %value%</div><div</pre>
     class="item percentage">21%</div><div class="item delete">' +
                          '<button class="item delete--btn"><i class="ion-ios-close-</pre>
     outline"></i></button></div></div>'
                 //Replace the placeholder test with some actuall data
                 newHtml = html.replace('%id%', obj.id);
                 newHtml = newHtml.replace('%description%', obj.description);
                 //console.log(obj.value);
                 newHtml = newHtml.replace('%value%', this.formatNumber(obj.value));
                 //Insert the Html into the DOM
                 document.guerySelector(element).insertAdjacentHTML('beforeend',
             deleteListItems: function (selectorID) {
                 el = document.getElementById(selectorID);
                 el.parentNode.removeChild(el);
             clearFields: function () {
                 var fields, fieldsArrays;
                 fields = document.querySelectorAll(domsStrings.inputDescription + ','
                 fieldsArrays = Array.prototype.slice.call(fields);
                 fieldsArrays.forEach(function (curr, index, array) {
                     curr.value = '';
                 fieldsArrays[0].focus();
localhost:62812
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localhost:62812 3/8

localhost:62812 5/8 localhost:62812

```
2/21/22, 10:01 PM
                                                        f:\courses\complete-javascript-course-1\6-budgety\Budget\app.js
```

```
318
            uiCtrl.displaybudget(budget);
319
320
       };
321
322
       var updatePercentage = function () {
323
            //1. calculate percentages
324
            budgetCtrl.calculatePercentage();
325
326
            //2. Read percentages from the budget controller
327
            var percentages = budgetCtrl.getPercentage();
328
            //console.log(percentages);
329
330
            //3. Update the UI with the new percentage
331
            uiCtrl.displayPercentage(percentages);
332
333
334
335
       var ctrlAddItem = function () {
336
            //console.log('button clicked');
337
338
            var newItem, input;
339
340
            //1.get the filled input data
341
            var input = uiCtrl.getInput();
342
            //console.log(input);
343
            if (input.description !== "" && !isNaN(input.value) && input.value > 0) {
344
345
                //2. add the item to the budget controller
346
               newItem = budgetCtrl.addItem(input.type, input.description,
    input.value);
347
348
               //3. add the item to the UI
349
350
                uiCtrl.addListItem(newItem, input.type);
351
352
                //4. clear fields
353
                uiCtrl.clearFields();
354
355
                //5. calculate and update budget
356
                updateBudget();
357
358
                //6. calculate and update percentages
359
                updatePercentage();
360
361
362
       };
363
364
       var ctrlDeleteItem = function (event) {
365
            var ItemID, splitID, type, id;
366
            ItemID = event.target.parentNode.parentNode.parentNode.id;
367
            //console.log(ItemID);
368
           if (ItemID) {
369
                //inc-1
370
                splitID = ItemID.split('-');
                //console.log(splitID);
371
372
                type = splitID[0];
```

```
2/21/22, 10:01 PM
 373
                  id = parseInt(splitID[1]);
 374
 375
                  //1. delete the item from the data structure
 376
                  budgetCtrl.delelteItem(type, id);
 377
 378
                  //2. delete the item from the UI
 379
                  uiCtrl.deleteListItems(ItemID);
 380
 381
                  //3. update and show the new budget
 382
                  updateBudget();
 383
 384
                  updatePercentage();
 385
 386
         };
 387
 388
         return {
 389
              init: function () {
 390
                  console.log('App has started');
 391
                  uiCtrl.displaybudget({
 392
                      budget: 0,
 393
                      totalInc: 0,
 394
                      toatlExp: 0,
 395
                      percentage: 0
 396
 397
                  setupEventListeners();
 398
                  uiCtrl.displayMonth();
 399
 400
 401
 402 })(budgetController, uiController);
 403
 404 controller.init();
```

localhost:62812 7/8 localhost:62812