

2/11/2014

## Module and Closure Lab

1. Rewrite the setInterval example (the one with function delayMsg2 that prints out 'Rudy!') to use the module pattern. Call the module 'rudyTimer'. I.e., `var rudyTimer = (... )()` and then use the module as the event handler on the button. I.e., `<button onclick="rudyTimer()">Click me!</button>`
2. Write a small Javascript application that uses a module for creating different kinds of banking accounts.
  - Do the exercise with the basic object factory module pattern. Be sure to validate your code through jsHint.
  - You should have a button event handler that uses the module to create an account.
  - The module should have a public method for creating the account. That method will retrieve the account name and deposit entries from the web page and then set those values into private variables in the account module for the account name and balance.
  - You should have an `accountInfoList` variable outside the module. The event handler will store information about each new account in this list and display the updated list each time a new account is created. **IMPORTANT REQUIREMENT:** The `accountInfoList` must hold account objects, not Strings.
  - You should fill the text area by retrieving information from the accounts in the list.
  - Create a simple html page with inputs and button similar to the example below.

Account Name:

Deposit:

```
Account name:  saving  Balance:  100
Account name:  checking Balance:  1000
Account name:  business Balance:  10000
```