

# GUI Lab: JavaScript - OOP

## Formål:

At opnå erfaring med brug af JavaScript.

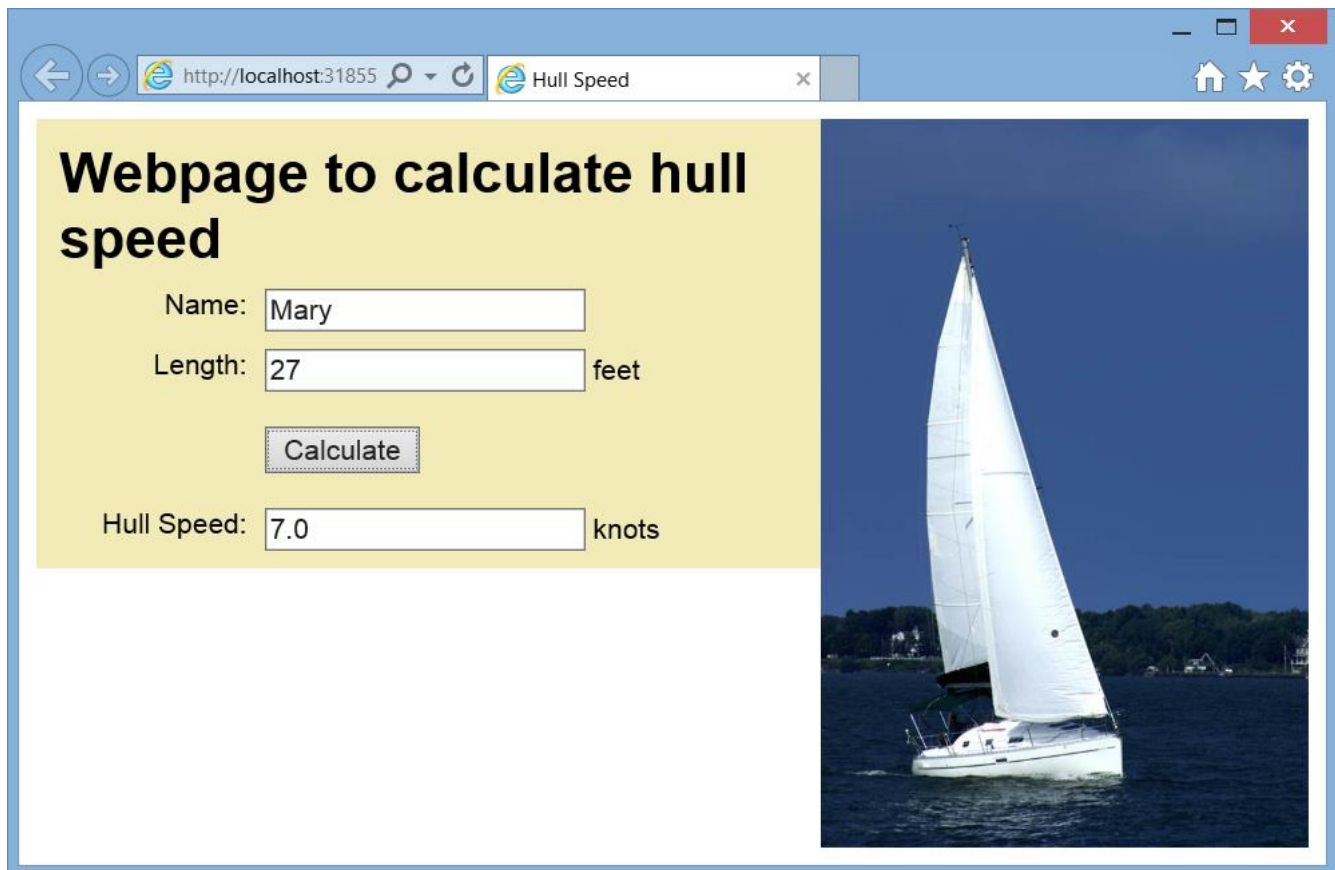
## Forudsætninger

At du har lavet tidlige JavaJam opgaver og læst om JavaScript OOP.

## Delopgave 1

Lav et web-program som kan beregne "hull speed" for en standard sejlboat. Udseendet af programmet skal være ca. som vist i nedenstående figur.

Til brug for løsningen kan du hente filer "03 sailboat.cs" og "03 sailboat.jpg" fra opgave 3. Du skal selv omkode klassen Sailboat fra C# til JavaScript.



The screenshot shows a web browser window with the address bar displaying 'http://localhost:31855' and the page title 'Hull Speed'. The main content area has a yellow background on the left with the heading 'Webpage to calculate hull speed'. Below the heading are three input fields: 'Name:' with the value 'Mary', 'Length:' with the value '27' and the unit 'feet', and 'Hull Speed:' with the value '7.0' and the unit 'knots'. A 'Calculate' button is positioned between the 'Length' and 'Hull Speed' fields. To the right of the form is a large image of a white sailboat on a body of water under a blue sky.