FSW-105 Week 7 Live Meeting Summary

* You went over the final day for submissions being the 16th of September by midnight. That if there are any resubmission that you want to resubmit for the mastery grade get them in ASAP.
* Please fill out the evaluation survey it helps to make changes to the course for future students to have a better experience if there are changes to be made.
* Constuctor function – has a property called .prototype. this property points to an object that should be used as the prototype for every object that gets created with this function. When creating a constructor function, you should put all that constuctor’s methods on the prototype instead, so as to take advantage of the benefits of the prototype chain. Constructor functions act like blueprints for creating objects. It gives you the ability to define the structure for an object once and use it as a template for creating new objects in the future.
* How do we share a property across various objects? Instead of adding the property to the object. We should add it to the prototype of that object that way. We have access to the prototype by the constructor’s prototype matter.
* You want to assign the values that are coming in through the parameters, whatever values there are, you need to assign it to the properties of the object using the this. operator. So, this. Will assign whatever the value coming in.
* When you have multiple objects using the same values after establishing the first object you have to put “new” in front of the object such as car that you were using to create a new instance off of the original object. “That is how we can create new instances of the object. So, what does this new instance mean? Going forward, Honda Civic has access to the same properties that I have highlighted and the same method. So, I don't have to write over and over again because Honda Civic is a minimum off the actual ca object. So, it inherits everything from the car object, and it inherits those three properties and it inherits the method as simple as that right now because Honda Civic inherits this particular method.
* Then you go over the employee records assignment showing how to reference the example using the cars of how it should look.
* Then you go over the reflection assignment and that it is pretty much a free form writing assignment about what we have learned these 8 weeks.
* RPG Role Playing Game - keep it as simple as you want or as complex as you want it. Do not stress yourself over it because you can choose the complexity of it. As your character walks through the game there should be a randomization of the algorithm for the health points for the player. There will be three, at least three enemy names you just randomize the enemy names. The user must decide whether he or she wants to attack or run. If you are attacking you will choose a random attack power between a min and max. Both the enemy and the player will have health points, so when you are attacked or you attack the enemy both health points will be affected until one reaches zero, then the game ends. You have to use the Print option to give the player the option to print the inventory.