



Intro to JavaScript Week 5 Coding Assignment

Points possible: 75

THIS WAS NOT IN THE ASSIGNMENT ORIGINALLY(VIDEO LINK):

<https://www.dropbox.com/s/jezr5v1dqixfq2t/Week5Assignmentepalin.mp4?dl=0>

URL to Your GitHub Repository:

<https://github.com/nmgolz/week5.git>

Instructions: In VS Code, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your JavaScript project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

1. Create a menu app as seen in this week's video. What you create is up to you as long as it meets the following requirements.
 - a. Use at least one array.
 - b. Use at least two classes.
 - c. Your menu should have the options to create, view, and delete elements.



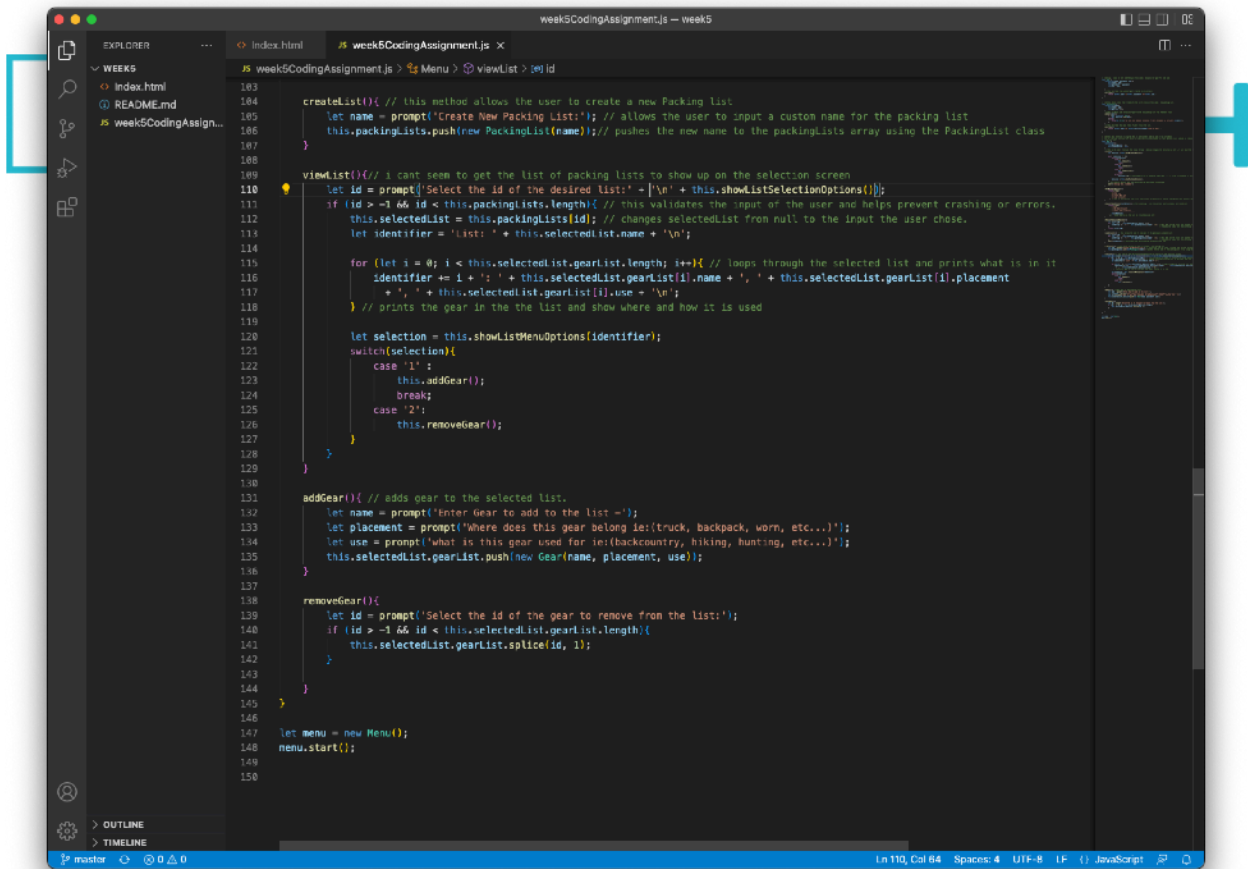
Screenshots of Code:

The first screenshot shows the `week5CodingAssignment.js` file with the following code:

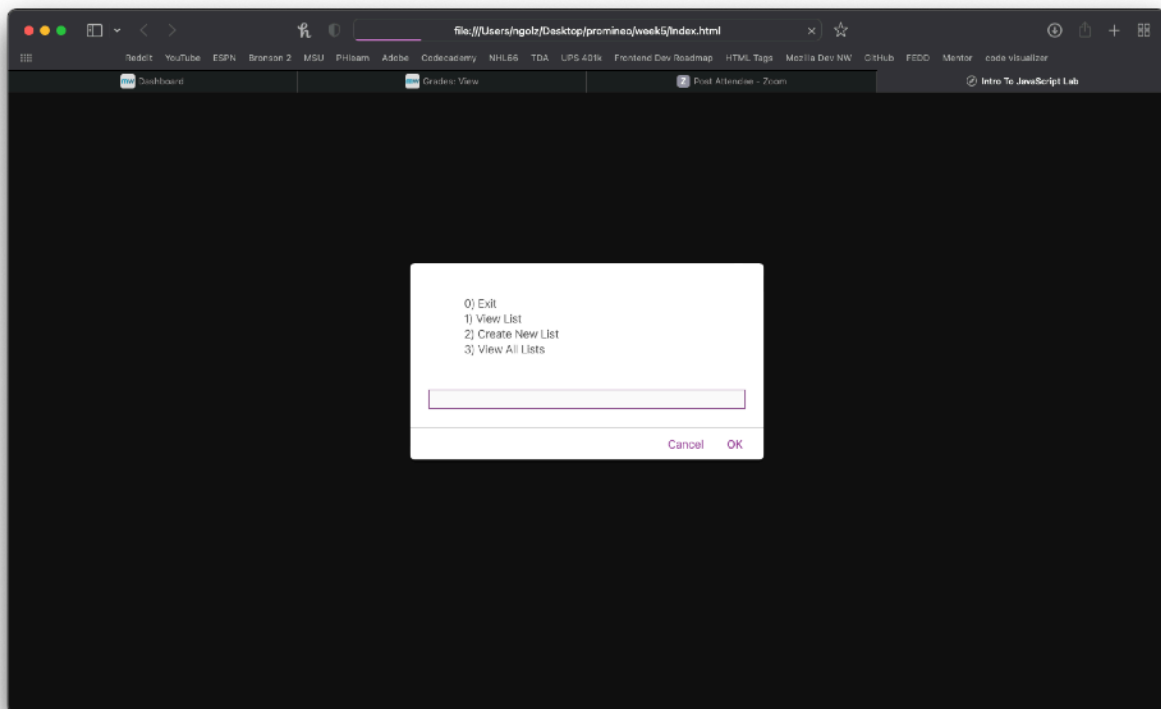
```
1 // creating a class to hold something in this case a new piece of gear for some use.
2 class Gear {
3   constructor(name, placement, use) {
4     this.name = name;
5     this.placement = placement;
6     this.use = use;
7   }
8
9   // this describes the piece of gear created in an instance
10  describe() {
11    return `${this.name} is ${this.placement} for ${this.use}`;
12  }
13 }
14
15 // create a second class that relates to the first class in this case a new packing list.
16 class PackingList {
17   constructor(name) {
18     this.name = name;
19     this.gearList = [];
20   }
21
22   // this is adding and instance of gear to the new packing list from the Gear class
23   addGear(gear) {
24     if (gear instanceof Gear) {
25       this.gearList.push(gear);
26     } else {
27       throw new Error('You can only add and instance of Gear. Argument is not gear: ${gear}');
28     }
29   }
30
31   // this describes how many items of gear are in the list.
32   describe() {
33     return `${this.name} has ${this.gearList.length} items of gear.`;
34   }
35 }
```

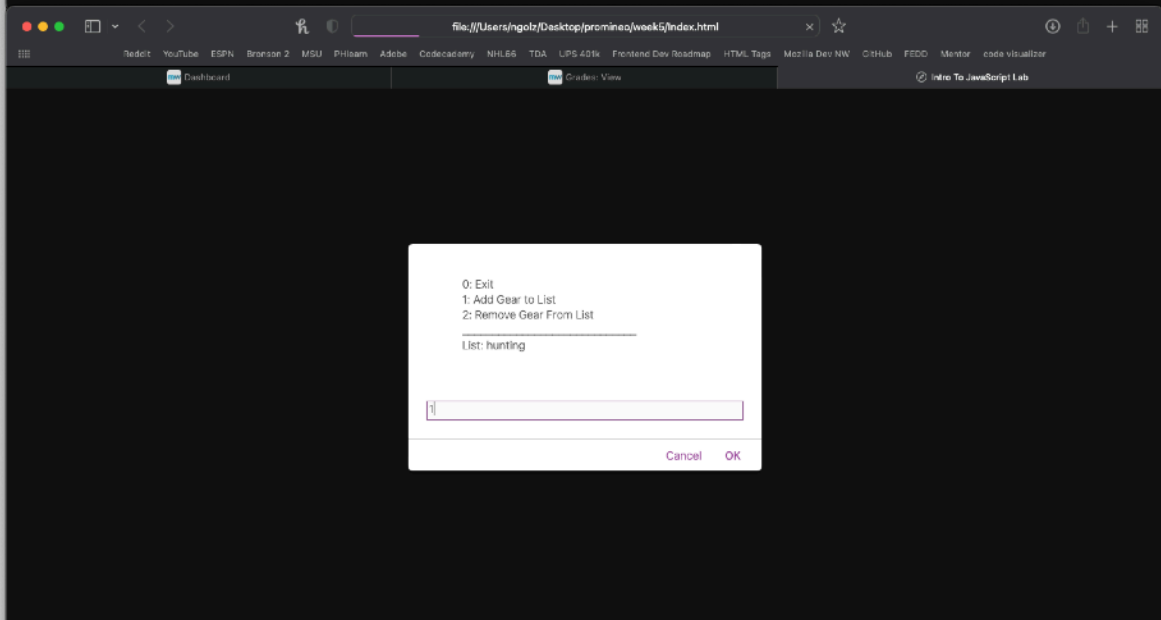
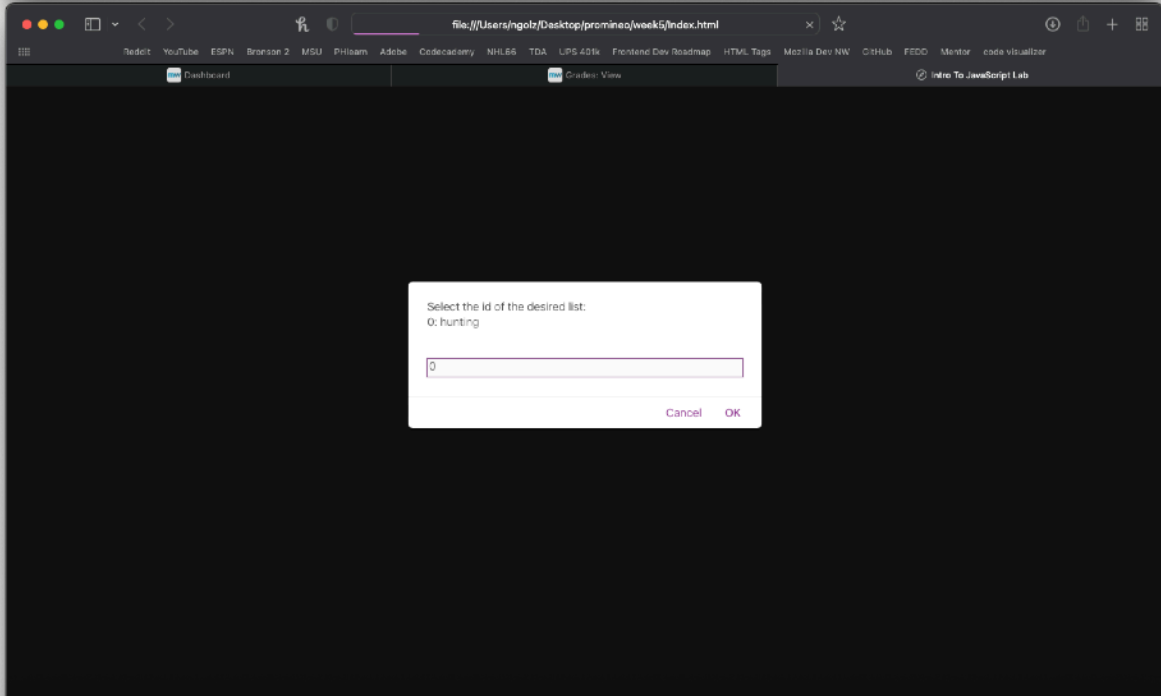
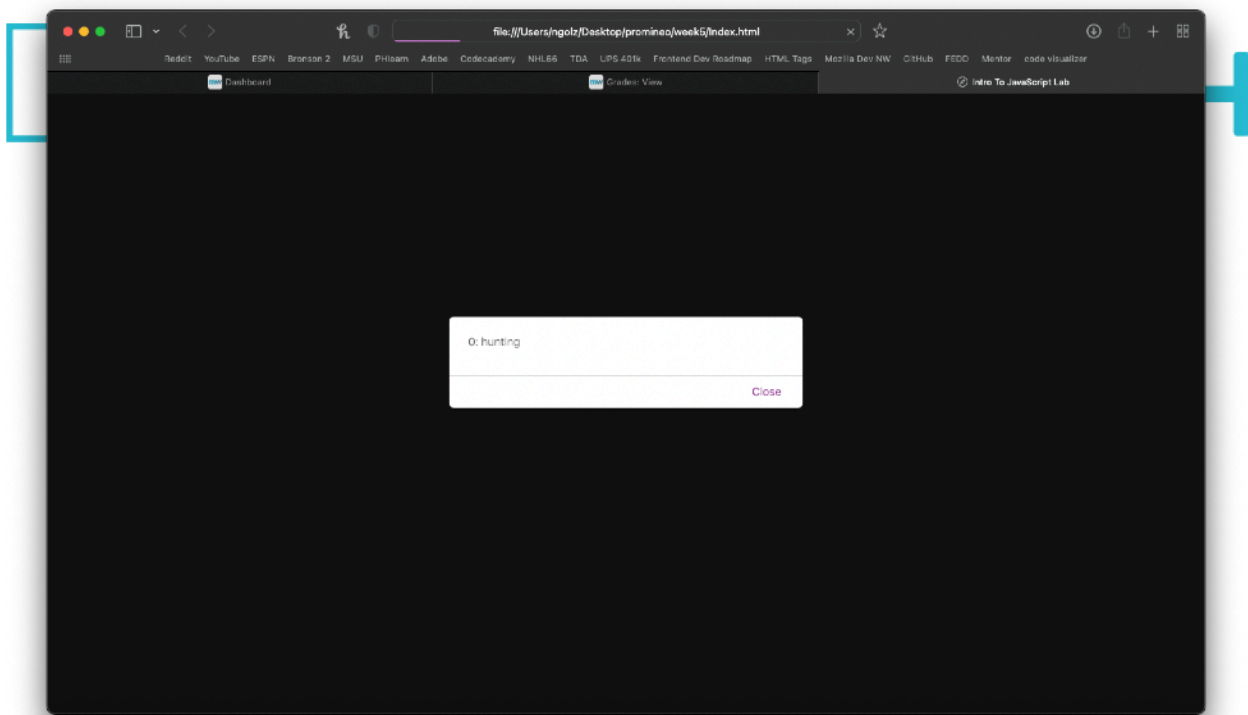
The second screenshot shows the continuation of the `week5CodingAssignment.js` file with the following code:

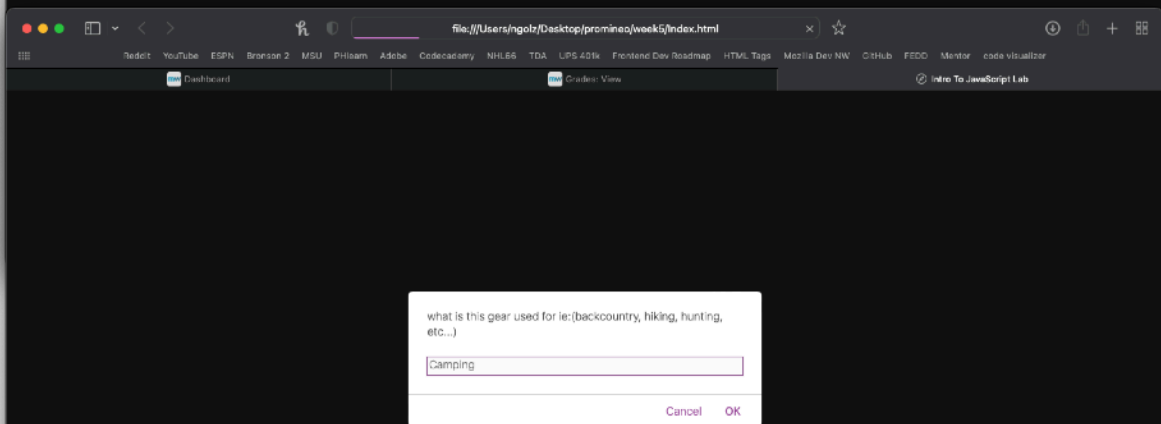
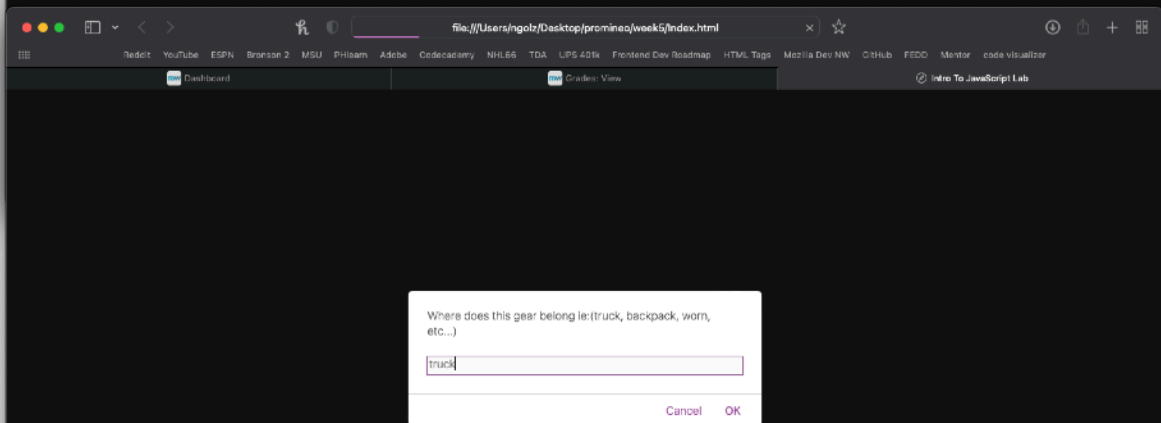
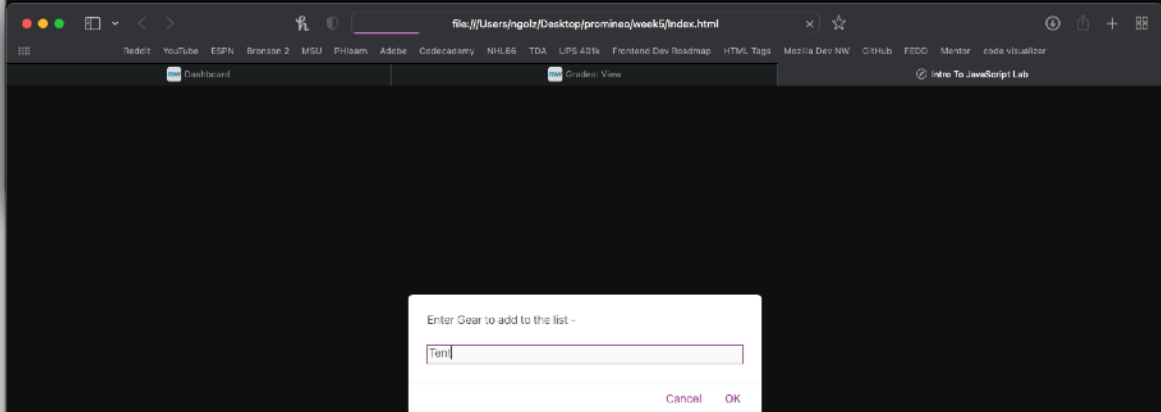
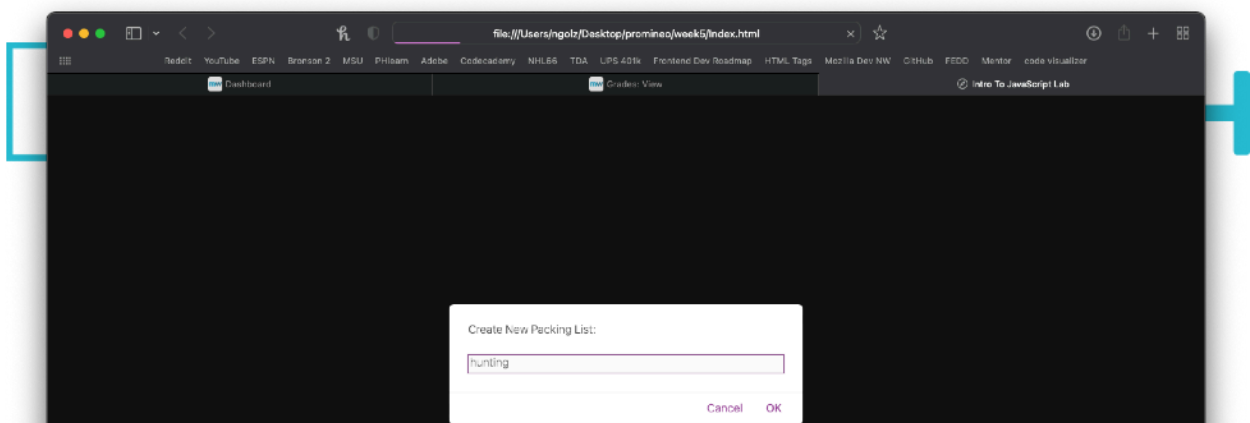
```
52   this.viewList();
53   break;
54   case '2':
55     this.createList();
56     break;
57   case '3':
58     this.viewAllLists();
59     break;
60   default:
61     selection = 0; // this makes it so if anything other than 1, 2, 3, or 4 are selected it will exit the menu
62   }
63   selection = this.showMainMenuOptions();
64 }
65 // this alerts the use that they have left the menu after selecting 0
66 alert('leaving Menu. Goodbye!');
67 }
68
69 showMainMenuOptions() {
70   return prompt('
71     0) Exit
72     1) View List
73     2) Create New List
74     3) View All Lists
75   '); // this is the function that first starts when the menu starts showing the options that the user can select
76 }
77
78 showListMenuOptions(listDetails) { // after selecting a list this allows you to interact with said list
79   return prompt('
80     0) Exit
81     1) Add Gear to List
82     2) Remove Gear From List
83   ');
84   $({listDetails});
85   // shows what is in the list we are interacting with
86 }
87
88 showListSelectionOptions() {
89   let listString = '';
90   for (let i = 0; i < this.packingLists.length; i++) {
91     listString += i + ': ' + this.packingLists[i].name + '\n'; // this adds all the lists into another list and numbers
92   } // then by the index into the listString variable
93   return listString;
94 }
95
96 viewAllLists() { // this allows the user to view all of the previously created lists
97   let listString = '';
98   for (let i = 0; i < this.packingLists.length; i++) {
99     listString += i + ': ' + this.packingLists[i].name + '\n'; // this adds all the lists into another list and numbers
100   } // then by the index into the listString variable
101   alert(listString); // this shows the new listString variable to the user.
102 }
103 }
```



Screenshots of Running Application:

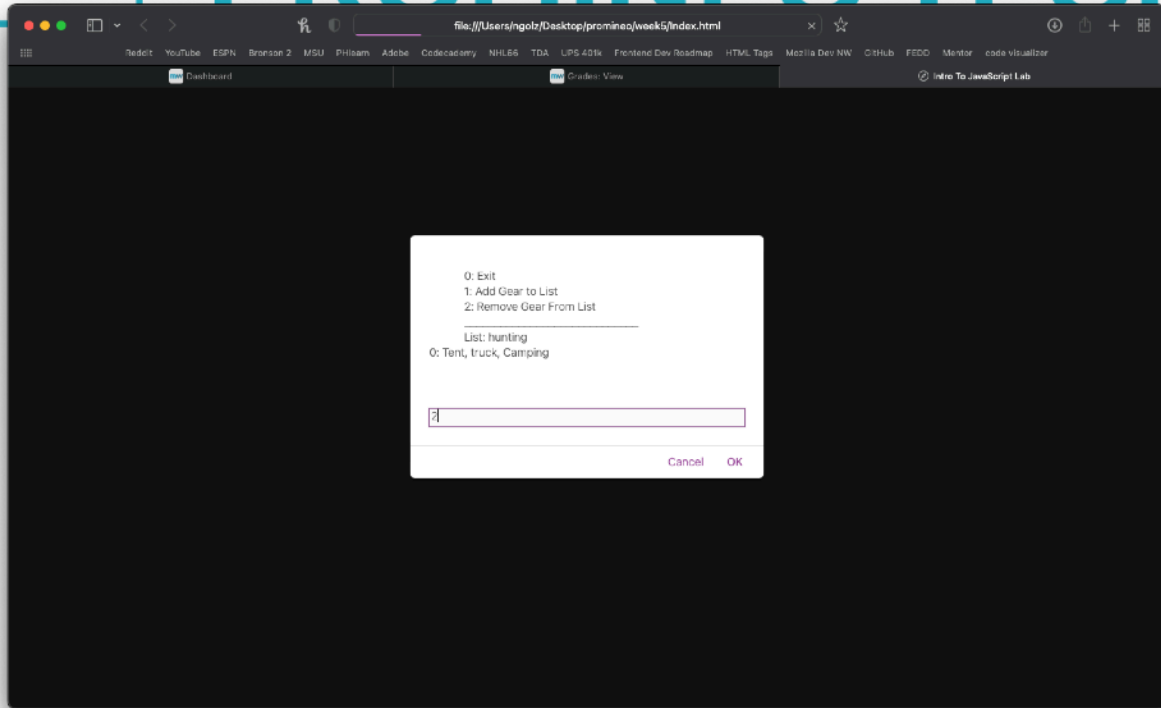








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