JS Patterns

**DEADLINE:** 28/10/2018

## FOLDER STRUCTURE

FL\_9\_10\_homework\_js-patterns/\*

   homework/\*

       src/\*

           index.html\*

app.js\*

eslintrc.json\*

## TASK

* Create class Store which will set next properties: pizzaSlicePrice(number), weekendDiscount(number), nightDiscount(number), bonus(number).
* Create decorator getDiscount() in night time (23:00 - 6:00) user should get nightDiscount
  + also weekendDiscount if it is Saturday or Sunday.
* Create decorator setBonus() for each 10 uah user should get 1 bonus
* One of Store’s methods must be buyPizzaSlice() and return ‘Price after discount is 56.20 and you have 26 bonuses’ e.g.

## RESTRICTIONS

* Restricted to use ES2016 decorator feature like @decorator

## BEFORE SUBMIT

* Remove all unnecessary files that you might have included by mistake
* Verify that all functionality is implemented according to requirements
* Add comments if the code is difficult to understand
* Fix warnings/errors in the browser console
* Verify that the name of the folders and files meet the requirements
* Make sure there are no errors/warnings in the browser console
* Run the linter and fix all warnings and errors

## SUBMIT

* The folder should be uploaded to GitHub repository 'fl-9' into master branch

## USEFUL LINKS

* <https://addyosmani.com/blog/decorator-pattern/>