



Intro to JavaScript Week 5 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

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:



PROMINEO TECH

```
1 class Cupcake {
2   constructor(flavor, filling) {
3     this.flavor = flavor;
4     this.filling = filling;
5   }
6   describe() {
7     return `The cupcake you chose is ${this.flavor} with a ${this.filling} filling.`;
8   }
9 }
10
11 class DessertTable {
12   constructor(name) {
13     this.name = name;
14     this.cupcakes = [];
15   }
16
17   addCupcake(cupcake) {
18     if (cupcake instanceof Cupcake) {
19       this.cupcakes.push(cupcake);
20     } else {
21       throw new Error(`You can only add an instance of Cupcake. Argument is not a cupcake: ${cupcake}.`);
22     }
23   }
24
25   describe() {
26     return `The ${this.name} dessert table has ${this.cupcakes.length} kinds of cupcakes.`;
27   }
28 }
29
```



PROMINEO TECH

```
30 class Menu {
31     constructor () {
32         this.dessertTable = [];
33         this.selectedDessertTable = null;
34     }
35
36     start() {
37         let selection = this.showMainMenuOptions();
38
39         while (selection !=0) {
40             switch (selection) {
41                 case '1':
42                     this.createDessertTable();
43                     break;
44                 case '2':
45                     this.viewDessertTable();
46                     break;
47                 case '3':
48                     this.displayDessertTable();
49                     break;
50                 case '4':
51                     this.overturnDessertTable();
52                     break;
53                 default:
54                     selection = 0;
55             }
56             selection = this.showMainMenuOptions();
57         }
58         alert ('Your selection is invalid. Try again.')
59     }
60 }
```



PROMINEO TECH

```
61 showMainMenuOptions() {
62     return prompt(`
63         0) Exit
64         1) Create New Dessert Table
65         2) View Dessert Table
66         3) Display All Dessert Tables
67         4) Overturn Dessert Table
68     `);
69 }
70
71 showDessertTableMenuOptions(dessertTableInfo) {
72     return prompt(`
73         0) back
74         1) Create cupcake
75         2) Eat a cupcake
76         -----
77         ${dessertTableInfo}
78     `);
79 }
80
81 displayDessertTable() {
82     let dessertTableString = '';
83     for (let i = 0; i < this.dessertTable.length; i++) {
84         dessertTableString += i + ') ' + this.dessertTable[i].name + '\n';
85     }
86     alert(dessertTableString);
87 }
88
89 createDessertTable() {
90     let name = prompt('Give your dessert table the name of a color. ');
91     this.dessertTable.push(new DessertTable(name));
92 }
93
```



PROMINEO TECH

```
94 viewDessertTable() {
95   let index = prompt('Enter the number of the Dessert Table you wish to view.');
```

```
96   if (index > -1 && index < this.dessertTable.length){
97     this.selectedDessertTable = this.dessertTable[index];
98     let description = 'Dessert Table Name: ' + this.selectedDessertTable.name + '\n';
99
100    for (let i = 0; i < this.selectedDessertTable.cupcakes.length; i++) {
101      description += i + ' ' + this.selectedDessertTable.cupcakes[i].flavor + ' - ' + this.selectedDessertTable.cupcakes[i].filling + '\n';
102    }
103    let selection = this.showDessertTableMenuOptions(description);
104    switch(selection) {
105      case '1':
106        this.createCupcake();
107        break;
108      case '2':
109        this.eatCupcake();
110    }
111  }
112 }
113
114 }
115
116 overturnDessertTable(){
117   let index = prompt ('What dessert table do you want to overturn in rage?');
118   if (index > -1 && index < this.dessertTable.length) {
119     |   this.dessertTable.splice(index, 1);
120   }
121 }
```

```
122
123
124   createCupcake() {
125     let flavor = prompt ('What flavor of cupcake would you like to make?');
126     let filling= prompt ('What type of filling would you like for your cupcake?');
127     this.selectedDessertTable.cupcakes.push(new Cupcake(flavor, filling));
128   }
129
130   eatCupcake() {
131     let index = prompt ('What cupcake would you like to devour with your pie-hole?')
132     if (index > -1 && index < this.selectedDessertTable.cupcakes.length) {
133       |   this.selectedDessertTable.cupcakes.splice(index, 1);
134     }
135   }
136 }
137
138 let menu = new Menu();
139 menu.start();
```



Screenshots of Running Application:

Menu page

This page says

- 0) Exit
- 1) Create New Dessert Table
- 2) View Dessert Table
- 3) Display All Dessert Tables
- 4) Overturn Dessert Table

OK Cancel

A screenshot of a dialog box titled "Menu page". It contains a list of five options: "0) Exit", "1) Create New Dessert Table", "2) View Dessert Table", "3) Display All Dessert Tables", and "4) Overturn Dessert Table". Below the list is a text input field. At the bottom right are "OK" and "Cancel" buttons.

Create New Dessert Table

This page says

Give your dessert table the name of a color.

OK Cancel

A screenshot of a dialog box titled "Create New Dessert Table". It contains the text "Give your dessert table the name of a color." followed by a text input field. At the bottom right are "OK" and "Cancel" buttons.



View Dessert Table

This page says

Enter the number of the Dessert Table you wish to view.

OK

Cancel

This page says

0) back

1) Create cupcake

2) Eat a cupcake

Dessert Table Name: Purple

OK

Cancel

Create cupcake

This page says

What flavor of cupcake would you like to make?

OK

Cancel



PROMINEO TECH

This page says

What type of filling would you like for your cupcake?

OK

Cancel

This page says

0) back

1) Create cupcake

2) Eat a cupcake

Dessert Table Name: Purple

0) Lemon - Raspberry

OK

Cancel

Eat a cupcake

This page says

What cupcake would you like to devour with your pie-hole?

OK

Cancel



PROMINEO TECH

This page says

0) back
1) Create cupcake
2) Eat a cupcake

Dessert Table Name: Purple

OK Cancel

Display All Dessert Tables

This page says

0)B
1)Purple
2)Red
3)Green
4)Blue

OK



Overturn Dessert Table

This page says

What dessert table do you want to overturn in rage?

OK

Cancel

This page says

0)B

1)Red

2)Green

3)Blue

OK

URL to GitHub Repository:

<https://github.com/ramirezml9/Week5.git>