

Assignment 3: Update Your Custom Object (7% of total grade)

Format: Upload zipped folder containing all files to Blackboard.

BE SURE TO PUT YOUR NAME IN THE FILENAME: e.g. Assign3-YourName.zip

Purpose: To design, create, and interact with a JavaScript object.

REQUIREMENTS: (*see rubric on page 2*)

Create a custom object (3%)

1. Create an external JavaScript file and attach it to the included HTML file.
2. Create a JavaScript object based on something that is of personal interest to you. It could be related to sports, or cooking, or movies - something you already know a lot about. Remember: an object represents an entity from the real world, so your object will represent that entity in your code. If sports is your interest, an entity from the real world might be a player, or a team, or a league. What properties would each of these have? They would be different.
3. The object will have **4 properties and 1 function (method)**. The properties should be meaningful to what they represent, and useful in a web application.
4. The function (when called) will modify one of the property values of the object, then send a popup message with the updated property.
5. Make sure to update the **<h2>** in the HTML file to match your object. Do this manually in the HTML file, not through JavaScript.

Interact with your Object (2.5 %)

6. Now that you have created your object, output your object to the console.
7. Send a popup to the user asking for input, then update **one** of the object properties with the new value from the user.
8. Send a second popup to the user, which updates a **second** (different) object property with the new value from the user.
9. Next, call the method of your custom object to update a **3rd** object property.
10. Finally, output your object to the console. We should see the object with updated values.

STRETCH GOAL (1%): For the prompts, output the current values from the object as the default text.

TIP: Keep your console open. If you open it after the page has loaded, you won't see the difference between your modified and original object.

Marking Rubric

Criteria	Proficient	Competent	Novice
Custom Object	0.5	0	0
	A custom object has been created and the HTML file has been updated.	No object has been created, or the HTML has not been updated.	No object has been created, or the HTML has not been updated.
Properties	1.5	0.5	0
	The object has four meaningful and useful properties and one method.	The properties are not all meaningful in the context of the object.	Properties are random, or there are fewer than four.
Function/Method	1	0.5	0
	The function is a method of the object, and it updates an object property and sends a popup message with the new value of the property.	The function does not update an object property, or does not send a popup with a property value.	No function has been created in the object.
Console Report	0.5	0	0
	The object is output to the console before and after the modifications.	The object is output either before or after the modifications, but not both.	The object is not output to the console.
User Input	1	0.5	0
	Two popups are sent to the user that collect a string and update an object property with the string.	Only one popup is sent, or the object is not updated with the input.	No popups are sent.
Function Call	1	0	0
	The object function (method) is called successfully.	The object function (method) is called, but there is a console error.	The object function (method) is not called.
Stretch Goal	1	0	0
	User prompts have object values as default text.	Values are hard-coded.	Prompts do not have default values.
Professional Practice	0.5	0	0
	The js file has navigational and explanatory commenting, and all self-reflection questions have been answered.	Commenting is inconsistent or unhelpful, or more than two questions have not been answered.	Commenting is inconsistent or unhelpful, and more than two questions have not been answered.