

	Rubric: Goal7 Assignment: Objects	Programming for Web Applications 1	
	Percentage of Total Grade: 1%		
	Bare Minimum Requirements		
	These requirements must be satisfied before any points are awarded. Failing to meet these requirements will result in a zero (0) grade.		
	1. You will submit your completed project via GIT. 2. You will need to ensure you have at least 6 reasonable commits.		
	<i>Item</i>	<i>DESCRIPTION</i>	<i>Points</i>
	PWA1: Requirements		
	Array of Names	(main.js) Create an array called names that contains at least 5 people names.	2
	People Array	(main.js) Create three instances of the Person object using a for loop and place each reference of the object in an array called people. - 3 person objects created - For loop is setup and configured correctly - The 3 person objects are stored in an array called people	15
	Instantiate a Person Object	(main.js) When instantiating a Person object, make sure a randomly chosen name (using the Math.random() method) from the names array is sent to the constructor of the person along with what row number in the HTML the information will be displayed in. - randomly select a name from the names array using Math.random - pass the random name and row number to the constructor	10
	populateHTML function	(main.js) Create a function called "populateHTML" which outputs the person's name and person's job, in the DOM.	5
	no duplicate names	(main.js) Create code to NOT allow duplicate names to appear.	5
	set up an Interval timer	(main.js) Set up an Interval that calls a runUpdate() function 30 times a second. Example: "setInterval(runUpdate, 1000 / 30);"	5
	run prototype update to update the browser with new info	(main.js & person.js) Loop through each person and run the prototype update() function (in the person.js). This loop should be done in the runUpdate() function that is called from the setInterval (in the min.'s). For an example see instructions.	15
	Array for "jobs" and "actions"	(person.js) Create 2 variables, "jobs" and "actions" which should be directly on the Person object (static variables). The jobs variable is an array of 4 or more jobs. The actions variable is an array of some actions a person could do.	3

	Person Constructor	(person.js) A constructor named "Person" is created to create objects with the following keys: "name", "action", "job", "row" and to display the action results to the browser in the correct row. - "name": The name of the person. - "action": This property states what the person is actively doing and it is one of the values in the actions array. Randomly select one item from the Person.actions array for this property (use the Math.random() method). - "job": This property is set for the Person and is one of the values in the jobs array. You will randomly select one item from the Person.jobs array for this property (use the Math.random() method). - "row": The row number that is passed to the constructor. - Display the initial action of the person in 3rd column of the browser.	25	
	Update the "action"	(person.js) Called from the main.js file. The purpose of this prototype is to change the actions of the person every so often, this is based on the interval instructions for main.js. Needs to display the change of the "action" in the HTML in column 3.	15	
	DEDUCTIONS			
	Functionality	5 points are deducted for each occurrence of broken functionality or errors that may or may not be covered in this rubric. Also a deduction is issued for improper uploading and omissions from the criteria list.	-5	
	Instructions	5 points are deducted for each occurrence where the instruction(s) were not followed.	-5	
	Don't Repeat Yourself (DRY)	10 points are deducted for each occurrence of duplicate code functionality in the main.js file.	-10	
	Comments	5 points are deducted for code not properly commented	-5	
	EXTRA CREDIT			
	Validate GPA Format	Function validates a basic GPA format (#.##) without using Regular Expression.	10	
	Your course Professionalism grade is affected by your Investment grade.			