addGroceryList() {

            let name = prompt("Enter name of grocery list.");

            this.selectedFood.groceryList.push(new GroceryList(name));

        }

  showGroceryMenuOptions(foodInfo) {

            return prompt (`

            0) Back

            1) Add Grocery List

            2) Delete Grocery List

            -------------------------------

            ${foodInfo}

            `)

        }

class PersonalList {

    constructor (name, food) {

        this.name = name;

        this.foods = [];

    }

//creates a class with names so we can have grocery lists for different people

    addFood(food) {

        if (food instanceof Foods) {

            this.groceryList.push(Foods);

        } else {

            throw new Error("Nope, can't do that!");

        }

//adds a new food type to our list

    }

    describe() {

        return `${this.name}'s grocery list has ${this.groceryList.length} items.`;

    }

//returns a string (ex: Marin's grocery list has 10 items)

}

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

removeGroceryList() {

            let index = prompt("Enter number of grocery list to remove.");

            if (index > -1 && < this.selectedFood.groceryLists.length) {

                this.selectedFood.groceryLists.splice(index, 1);

            }

        }

    }

    let menu = new Menu();

    menu.start();

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

displayGroceryLists() {

                let groceryListString = ' ';

                for (let i = 0; i , this.groceryList.length; i++) {

                    groceryListString += i + ') ' + this.groceryLists[i].food + '\n';

                }//for loop that will iterate through the grocery lists and number them (double check that I am stating this correctly)

                alert(groceryListString);

            }

            createGroceryList() {//creates different grocery lists

                let name = prompt ('Enter name for this grocery list:');

                this.groceryLists.push(new GroceryList(name));//pass in name from prompt into the new grocery list. That name will be pushed to grocery lists array.

            }

            viewGroceryList() {//creates ability to view grocery lists

                let index = prompt ('Enter the index of the grocery list you wish to view:');

                if (index > -1 && index < this.groceryLists.length) {//validates user input so we don't get an error if input is < 0 or > grocery list array

                    this.selectedGroceryList = this.groceryLists[index];

                    let description = 'This is' + this.selectedGroceryList + '\n';

                    for (let i = 0; i < this.selectedGroceryList.foods.length; i++) {

                        description += i + ') ' + this.selectedGroceryList.foods[i].name + ' - '

                            + this,this.selectedGroceryList.foods[i],position + '\n';//this will build the list of foods on the grocery list

                    }

                let selection = this.showGroceryMenuOptions(description);//this still need to be built. Will pass in description of

                //grocery list to show grocery menu options and implement showGroceryMenu OPtions to diplay the groceries

                        switch (selection) {

                            case '1':

                                this.createFood();

                                break;

                            case '2':

                                this.deleteFood();

                        }

                }

            }

}

let menu = new Menu();

menu.start();

//NEED TO GO BACK ANS ADD MY SHOW GROCERY MENU OPTIONS WHERE I CAN ADD FOOD ITEMS