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⚡ OOP (Object-Oriented Programming in JavaScript)
Checkpoint OOP

Unlocked

What You're Aiming For

For this checkpoint, you will be recreating the shopping cart created in the superskill, **JavaScript and the DOM**. This time, the code previously written will be rewritten using the Object Oriented JavaScript (OOJ) approach.

Instructions

1. Create an object class for the product to store the properties for id, name and price of the product.
2. Create an object class for the shopping cart item to store the properties for product and its quantity.
3. To the preceding object class, add the method to calculate the total price of the item.
4. Create another object class for the shopping cart which contains an array of ShoppingCartItem instances.
5. To the shopping cart object, add the following methods.
 1. Add the methods to:
 2. Get the total of items inside the cart
 3. Add items
 4. Remove items
 5. Display cart items
6. Go on to test the ability of our objects to:
 1. Create products
 2. Create a shopping cart
 3. Add items to the cart
 4. Display the cart
 5. Remove an item from the cart

Link Submission

Paste Your Project Link Here

Submit Checkpoint

Submit your work using GitHub public repository

ⓘ Note: Once your instructor approved the checkpoint, you will no longer be able to change the link.

🌟 Helpful Resources



📄 Evaluation Specifics



