JS Challenge Pt. 1

# Date:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Write Javascript code that accomplishes each task as shown.

1: Declare an empty object named ‘newObj’ (an object with no properties)

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2: Declare an empty array name ‘newList’ (a list with no elements inside)

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3: Declare an object named “person” whose name is ‘bob’, height is 60 (inches), and owns three cats

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4: Declare an array called “cats” that contains ‘mittens’, ‘freckles’, and ‘THE DESTROYER OF WORLDS’

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5: Create a class called ‘Cat’ whose constructor takes the arguments ‘name’ and ‘furcolor’ and saves them as object properties

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6: Create an object name ‘mittens’ from the class ‘Cats’ and pass the values ‘mittens’ and ‘black/white’ for the arguments ‘name’ and ‘furcolor’

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7: Create an object name ‘freckles’ from the class ‘Cats’ and pass the values ‘mittens’ and ‘tortoise shell’ for the arguments ‘name’ and ‘furcolor’

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8: Create an object from the class ‘Cats’ and pass the values ‘THE DESTOYER OF WORLDS’ and ‘tabby’ for the arguments ‘name’ and ‘furcolor’. Add a method named ‘primaryAttack’ that takes one argument called ‘target’ and logs “<this object’s name> melts <this method’s target> face with laser eyes.”

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9: Change the cats property of “person” to contain the objects ‘mittens’, ‘freckles’, and the ‘THE DESTROYERS OF WORLDS”

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10: Call the method ‘primaryAttack’ that belongs to the last object in the list of cats owned by ‘person’ with the argument ‘Mr. President’

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