Javascript 2

Ex1. In this exercise, you need to create prototype object. The object is User with the following information:
name – name of the User
email – email of the User
points – array in which you store all points that User won.
currentPoint – last point that User won

User constructor as arguments receives name and email, points is initialized as empty array, currentPoint gets 0 as starting value.

User object need to contain the following functions:
addPoint(point) – function in which you need to add the point to points array and update the currentPoint value.
showNameAndPoints() – function which return the following text: "{name of the user} Points: {point1}, {point2}…". If the points array is empty then return "{name of the user} Points: No points yet".
changeEmail(newEmail) – function in which the User email is updated.

Create three User objects
User1 – Name: John, Email: john@yahoo.com, Points: 20, 30
User2 – Name: Jane, Email: jane@yahoo.com, Points: 15, 20
User3 – Name: Mike, Email: mike@yahoo.com, Points: no points

While running the page, show all users in one paragraph.
Create input element in which you will enter the new email for second user(Jane). Clicking on "Change email" button will update Jane's email with the value entered in the input field and print message: "Jane new email address is: {newEmail}"

Create button "Print winner". When clicking on this button you need to print the user with highest sum of points in format: "Winner is {user name}, total points: {total points}"
Note: use the function addPoint for adding points to the user.

Solution images:

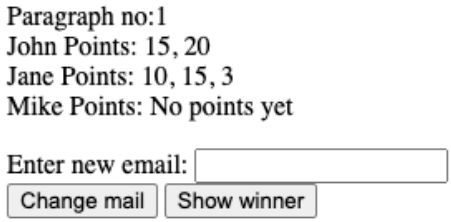

Image 1

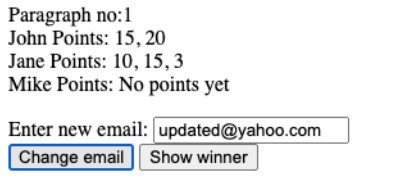

Image 2

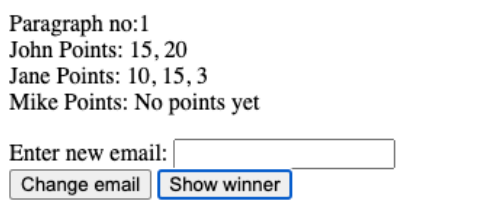

Image 3

Ex2. In this exercise you need to create class Character. There are two properties:
name – you need to provide Character name.
strength – Initially every Character have value 100.

You need to create method attack(attacked) in which you attack another object from Character type. The method receive argument object from class Character. In the attack, the attacker inflict damage to the attacked object (decrease the strength by 5 on the attacked object)
Also you need to create method status() in which you print in console the Character name and current strength.

In one array you create and put three objects from Character type. In one round one random Character can inflict damage on one random rival. One character dies when his strength is <=0. The game ends when there is only one survived character which you print in console in following format: Winner: {name}, strength: {strength}.
Note: Avoid self attack.