Assignment 2

Class: Javascript Fundamentals
Due: Sunday **by 11:59am** (before noon)
Email: Subject – **Assignment 2**; email provided in class
Filename: **FirstName-LastName**-Assignment2.html

Update your Assignment 1 code to give your clients the option to pay by cash or credit card. Now that they have the option to pay, we must cover some general scenarios.

Let's assume your grocery receipt will have the same purchases and associated prices that you've chosen in Assignment 1.

1. After your "Total Due" is displayed on screen, ask the user to **confirm**: "Your total is $XXX. Are you paying with Cash?"
    a. Assume that "**OK**" means they will pay cash (#2 below)
    b. Assume that "**Cancel**" means they want to use a credit card (#3 below)

2. **If** the shopper chooses to pay cash:
    a. **Prompt** the shopper to give you payment and assume they will always have enough money
        i. The shopper provides exact change
        ii. The shopper gives you more than enough money (any amount over)

    In either case, your receipt should show a total with taxes (like in Assignment 1), how much cash was paid (this is the amount from the shopper's input), and how much change you need to provide.

3. **If** the shopper chooses to pay with a credit card:
    a. **Prompt** the shopper to enter their PIN, and let's assume that only 9999 is a valid pin
    b. Assume that the only valid PIN is 9999
        i. Your receipt should now specify "Credit Tendered" (since they are not paying cash)
        ii. There is no need to provide an entry for "Change" because we are charging an exact amount to the credit card
    c. Assume that any other PIN entered is invalid
        i. Assume the shopper has no cash and no other credit card, so we cancel their entire purchase
        ii. Add an entry to say "Credit card declined – transaction cancelled"
        iii. Add an entry to show that the total is now $0.00

Hints:

1. You will need to store user responses in variables.

2. For the first **confirm** (cash vs credit card), you will receive a **true** or **false** value based on the user's selection. How will you use that information to construct your **if/else** statements?

3. Remember that you can store user responses in **variables** to help you determine what your code should do each step of the way!

4. If you start to spend more than 20 minutes on something, please send me an email to ask questions!