## PSEUDO-CODE FOR JS

Project: This project is used for Real-Estate and financial budgeting purposes. It will help calculate market value, appreciation, monthly profits, and gas cost and much more.

## JS: CALCULATORS

Class: Property # for budgeting Page

- Appreciation % user input #use document.getelementById().value for all these
- Closing costs % user input
- Market value user input
- Cashflow user input
- Tax user input
- Insurance user input
- Repairs user input

## Methods

- Capital Gain
  - Cg is calculated using the above figures
- Profit
  - o Profit is calculated using the above figures

Class: properties #for mortgages and comparatives Page

- List price user input
- Down payment user input
- Interest rate user input
- Number of payments user input
- Email user input

Methods:

- Monthly mortgage rate calculated using

#Class properties will have another button on the HTML that will display an additional comparative.

Function addProperty(value) {

# if the value is True and button is clicked, the "additional property" id will be a display "inline-block"

HTML:

<div class = "data" id="additional property">

When button onclick is triggered for '2 properties' another object of type Properties will be created. And the css for property2 will display

```
CSS:
.data display = none
# When triggered through JS display will = "inline-block"
JS: ERROR
#Constant variable for all inputs
Const appreciation
Const closingCosts
Const cashflow
Form.addeventlistener()
#checks to see when the submit button is clicked and then activates the function
Messages = []
If the input = "" || the input = NULL then:
        Messages.push("purchase amount is missing")
If the appreciation is not a % || is not less than 1 then :
        Messages.push("appreciation needs to be less than 1")
#create this function for all inputs
# for loop through the messages = [], and alert each one.
Variable = messages.length
# display the number of errors as well as the error
```

Next JQUERY and GOOGLE API functions will be explained in later Units