

Lab 6 - Part 1: Mystery Box

REQUIREMENTS: Using the provided code...

1. If the user hovers over the Mystery Box, a message pops up asking, "Do you want to see something?"
2. If they don't click OK, nothing else happens.
3. If they click OK, the Mystery Box disappears and the Button Box appears.
4. If the user clicks the Button Box, it jumps to 600px wide; its text changes to "SURPRISE!!"; and its background changes to orange.

HINT: Create two functions: one for when someone hovers over the Mystery Box, and one for when someone clicks the Button Box.

Lab 6 - Part 2: Library Objects

REQUIREMENTS: Using the provided code...

1. Create 5 book objects with three properties: *title*, *author*, *publishDate* (just the year).
2. Create a JavaScript array of these object variables to represent a Top 5 book list.
3. When the user clicks the button they are asked, "Which top 5 book would you like?"
4. The default text will read, "Pick a number: 1-5".
5. Validate the user input.
6. If the input is valid, the html table on the page will be populated with the data for the selected book.
7. Users that enter invalid text will see a pop-up message that says "please enter a number between 1 and 5!"

8. Regardless of valid input, all of the books with their number, title & author will be output to the console. e.g. "**Book 1: Don't Make Me Think – Steve Krug**".

EXTRA CHALLENGE:

Put the data validation inside a function.

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Delete (or comment out) the <td>s from the HTML document and create them on the JavaScript side.