Lab 3 - 1: Login

Create the HTML & JavaScript files to build a fake login.

REQUIREMENTS:

1. Create an HTML page with a main heading and a secondary heading, followed by a paragraph of text. Link this page to the provided JavaScript file.
2. Create variables to hold the username, "monkey", and the password, "banana".
3. Create a popup box that asks the user for their username.
4. Output the provided username to the console with a label.
5. Create a popup box that asks the user for their password.
6. Output the provided username to the console with a label.
7. Create the logic to check if the username and password provided by the user match the stored username/password.
8. If they match send a popup message that says, "Welcome back "and the user's name. Output to the console: "Login successful".
9. If they do not match send a popup message that says, "Invalid username/password". Output to the console: "Login Fail".

Lab 3 - 2: Email Signup

Create an email signup request.

Requirements:

Using the provided html and JavaScript pages:

1. Create a popup box that asks the user if they would like to sign up for your email newsletter.

2. If the users clicks "okay", assign yesMessage to messageOut.

3. If the user does <u>not</u> click "okay", assign noMessage to messageOut.

4. A popup message should say, "Thank you, "and then the appropriate message (based on the user's selection) should complete the sentence.

Lab 3 - 3: Email Signup Extended

Using the provided html and JavaScript pages (<u>DON'T ADD TO LAB 3-2!</u>):

Create functionality to extend Lab 3-2 by collecting the user's email address.

REQUIREMENTS:

1. Using the Lab 3-3 files, attach the JavaScript file to the html file.
2. Start by creating a list of steps as comments.
3. In addition to the existing functionality…
4. If the user agrees to sign up for the mailing list, provide a popup textbox to ask for that information. **me@example.com** should appear in the text box itself as helper text.
5. Validate the input against no input, the default text, or a Cancel click.
6. A popup will end the transaction. As before, if the user declines to join, the message will read, "Thank you, we will not bother you again."
   If successful, the message will read, "Thank you, our next newsletter will be sent to ", with the provided email address.
   If they intend to signup but the input is invalid (null, false, or the default text), the message will be, "Thank you, but your email was not valid." You do not need to check for an email pattern, it can be any string other than the default text or an empty string.