Answer Key to [JS Warmup](https://92eli.github.io/JS-warmup.html)

Note that there are many ways to achieve the same goal — and different variable names

var changeo = document.getElementById("changeo");  
changeo.style.color = "blue";

var aList = document.getElementsByClassName("a-list");

for (var i = 0; i < aList.length; i++) {

aList[i].style.backgroundColor = "yellow";

}

var selected = document.querySelector("div#wrapper1 p");

selected.innerHTML = "Your Name";

var deleteThis = document.querySelector("#soon-to-go");

document.body.removeChild(deleteThis);

var counter = document.getElementById("counter");

function countUp() {

this.innerHTML = parseInt(this.innerHTML,10)+1;

}

counter.addEventListener("click", countUp);

var strongTags = document.getElementsByTagName("strong");

for (var i = 0; i < strongTags.length; i++) {

strongTags[i].style.border = "2px solid black";

}

var toAnimate = document.getElementById("animate-me");

var myAnimation = (function() {

var opacitySwitch; // this var will need to be accessed privately for this function

return function(animator) {

var d = new Date();

if ((d.getTime() % 1) === 0) { // run every 1 ms

var currOpacity = parseFloat(animator.style.opacity); // convert opacity to float

if (currOpacity >= 1) opacitySwitch = true;

if (currOpacity <= 0) opacitySwitch = false;

(opacitySwitch === true) ? animator.style.opacity = currOpacity - 0.01 : animator.style.opacity = currOpacity + 0.01

}

window.requestAnimationFrame(function() { myAnimation(animator); });

};

})();

toAnimate.style.opacity = "1"; // have to init opacity -- default is “”

myAnimation(toAnimate);