

LAB: JS Practice

Lesson Time: 200 Minutes

In this lab, we'll look at examples of JS interacting with HTML, then you'll write your own JS enabled HTML pages.

First, download and review each of these examples of JS in HTML. Each file shows code examples of JS scripts interacting with HTML.

Exercise	Topic	Lesson File
1	Displaying Arrays in HTML	jsArray.html
2	Working with Input	jsInputs.html
3	Loops Example	jsLoops.html
4	Objects Example	jsObjects.html
5	HTML Events Example	jsEvents.html
6	Event Listeners Example	jsAddEventListener
7	Storage / Cookies	jsCookies.html

After reviewing the examples, you'll create a JS enabled page. Use the **9_5LabTemplate.html** for the starting HTML and CSS. The page must have the following elements and functionality.

1. Place the JS scripts in a separate .js file and link with `<script>`
2. The JS script should use functions to process data.
3. Use HTML events to perform the following
 - 3A. A DIV that changes color on mouse over and mouse out.
 - 3B. A button that changes the text of a separate paragraph on Click
4. Use HTML inputs to perform the following:
 - 4A. Enter inputs that create the values of a JS object. The JS object should be displayed on screen after clicking a button to submit the data.
 - 4B. Create a simple double-entry password input. Two inputs of password text (text should be hidden when typed on screen). On pressing submit, JS should check that the

two password fields match. If they do not match, display to the user a message that the passwords do not match.

5. Use `AddEventListener` to add an HTML on click event to an HTML `<div>` that does not have an HTML event set by HTML. The event should set a 5px solid red border. Clicking it again should make it switch to black.

6. Use JS to accept an input and store it in session Storage.