

TO-DO LIST

A simple application where users can add, delete, and mark tasks as completed.

- Practice DOM manipulation to dynamically add and remove elements.
- Utilize event listeners for user interactions.
- Implement local storage to save and retrieve tasks.





CALCULATOR

A basic calculator with functions for addition, subtraction, multiplication, and division.

- Understand the importance of functions and modular code.
- Learn to handle user inputs and display results.
- Implement event listeners for button clicks.





WEATHER APP

An application that displays current weather information based on the user's location.

- Fetch data from an external API (e.g., OpenWeatherMap).
- Handle asynchronous
 JavaScript using promises or
 async/await.
- Display data dynamically on the web page.





IMAGE SLIDER

An image slider/carousel that automatically transitions between images or allows manual navigation.

- Use intervals to create automatic transitions.
- Implement event listeners for manual navigation.
- Handle dynamic content changes.





COUNTDOWN TIMER

A timer that counts down from a specified time and alerts when time is up.

- Manipulate date and time in JavaScript.
- Use setInterval and clearInterval functions.
- Update the UI in real-time.





FORM VALIDATION

A form with real-time validation for fields like name, email, and password.

- Use regular expressions for input validation.
- Provide real-time feedback for users.
- Prevent form submission if validation fails.





MEMORY GAME

A card matching game where users flip cards to find matching pairs.

- Use arrays to manage card states.
- Implement loops to handle game logic.
- Provide visual feedback for matched pairs.







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