Due: February 19th, 2018

Lab 3 – Small JavaScript Aerobics

Due Monday, February 19th, 2018 @ 11:59pm via Github

Step 1 – Before starting this lab...

As I mentioned before, relax and breathe in, breathe out. :) Download the lab work from the Lab 3 Github repository right after.

Step 2 – Working on three different JavaScript files and one HTML file

In this lab, you will be following closely the third lesson in this class. You will be working with three files, whatever.js, loopingmadness.js, and box.js. It is your goal to follow the upcoming instructions.

Step 3 – Before you head off to the gym and exercise...

You're not done with work just yet. As you finish off helping assisting those computer scientists, you finish your day's work. (Hopefully it was good work!) It's time to head off to the gym! However, you see your friend stumbling from *Turtile ABC Co.* who needs your help with JavaScript. You see, he doesn't know what JavaScript is nor does he understand how it can be used on the web. His tasks are due before 11:59pm, and he has no idea on how to start it. I guess you can say that your work is not done here...

Your job is to do the following:

- 1) Take a look at those files. You will be working with those files closely.
- 2) There are quite a number of spots for you to fill in this time around. Look at each file wisely...
- 3) Although some fill-ins allow you to take the most blandest of solution-route here, you can try being creative! Usually, the instructions in those files will tell you to go nuts and be creative. (Of course, there are some fill-ins where you are fixated to just that one answer...)

Submissions

When you are done, submit your work through Github in a repository called "c5lab3-<github name>" shared by Evan before Monday, February 19th, 2018 @ 11:59pm. Late submissions will not be marked.

Achievement Marks

You can view your marks on course_PORTaL. This lab is worth 3% of your final mark.

<u>Achievements</u>	<u>Marks</u>
whatever.js is fully filled in	/ 2
When running loopingmadness.js, it runs as intended	/ 2
box.js is just a box. Nothing more than that.	/3
BONUS: each creative thing you put in each(?) file deserves an extra mark	+ 1, for a capped amount of 7 extra bonus marks
Total	/7