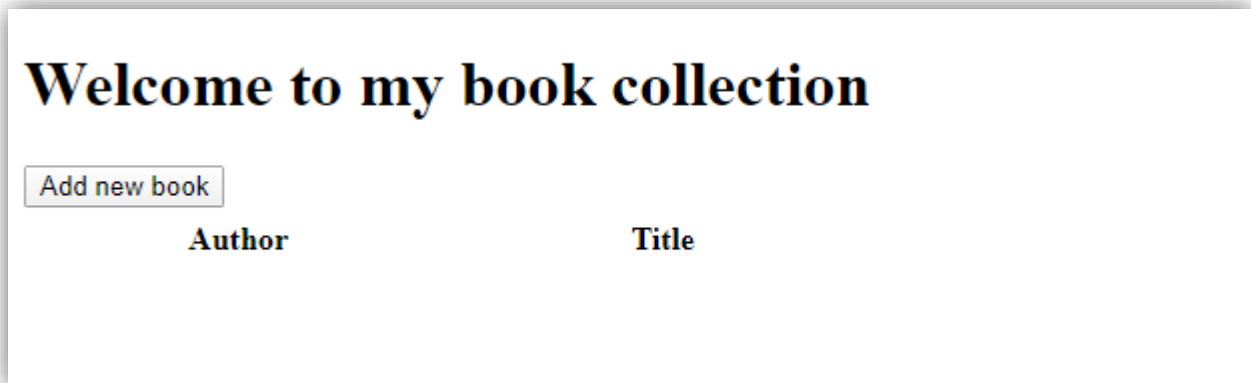


JavaScript

Your assignment, if you choose to accept it, is to write a simple JavaScript app allowing you to keep track of your collection of... whatever it is that you're collecting. In the screenshots below we'll use books as an example. The core of the app is an editable table with your stuff. In the beginning, the table is empty and there is a button allowing you to add a new item.



Welcome to my book collection

Author	Title
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After adding a new entry, you can enter the details of your item and either save it or remove it.



Welcome to my book collection

Author	Title
<input type="text"/>	<input type="text"/>

Welcome to my book collection

You can also add multiple new entries at once.

Welcome to my book collection

Add new book

Author	Title	
Daniel Kahneman	Thinking, Fast and Slow	<div>EditRemove</div>
<input type="text"/>	<input type="text"/>	<div>SaveRemove</div>
<input type="text"/>	<input type="text"/>	<div>SaveRemove</div>
<input type="text"/>	<input type="text"/>	<div>SaveRemove</div>
<input type="text"/>	<input type="text"/>	<div>SaveRemove</div>
<input type="text"/>	<input type="text"/>	<div>SaveRemove</div>

After adding the entries, you can either edit or remove them.

Welcome to my book collection

Author	Title	
Daniel Kahneman	Thinking, Fast and Slow	<input type="button" value="Edit"/> <input type="button" value="Remove"/>
Kiedis Anthony	Scar Tissue	<input type="button" value="Edit"/> <input type="button" value="Remove"/>
Irving Stone	The Agony and the Ecstasy	<input type="button" value="Edit"/> <input type="button" value="Remove"/>
Erich Segal	Doctors	<input type="button" value="Edit"/> <input type="button" value="Remove"/>
Richard Dawkins	The Selfish Gene	<input type="button" value="Edit"/> <input type="button" value="Remove"/>
David Goggins	Can't Hurt Me	<input type="button" value="Edit"/> <input type="button" value="Remove"/>

You can also edit multiple entries at once.

Welcome to my book collection

Author	Title	
Daniel Kahneman	Thinking, Fast and Slow	<input type="button" value="Edit"/> <input type="button" value="Remove"/>
<input type="text" value="Kiedis Anthony"/>	<input type="text" value="Scar Tissue"/>	<input type="button" value="Save"/> <input type="button" value="Remove"/>
Irving Stone	The Agony and the Ecstasy	<input type="button" value="Edit"/> <input type="button" value="Remove"/>
Erich Segal	Doctors	<input type="button" value="Edit"/> <input type="button" value="Remove"/>
<input type="text" value="Richard Dawkins"/>	<input type="text" value="The Selfish Gene"/>	<input type="button" value="Save"/> <input type="button" value="Remove"/>
David Goggins	Can't Hurt Me	<input type="button" value="Edit"/> <input type="button" value="Remove"/>

IMPORTANT NOTE – you are not required to save the entries permanently! So, whenever the user decides to refresh the page – everything will be gone – and that's fine! We'll learn how to keep a permanent state of a JavaScript app another time. The point of this exercise is to familiarize you and make you comfortable with manipulating HTML using JavaScript.

Do not use any external libraries in your solution – just plain HTML, CSS, and JavaScript.

The internet is full of resources to learn JavaScript, so you'll have plenty to choose from if you get stuck. Here's one (on a topic related to the assignment) to get you started: https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Client-side_web_APIs/Manipulating_documents.