

# PRACTICE ASSESSMENT 3

**Task:** Given the existing code, complete the following build specifications.

## Build Specifications:

- Use the provided code as a starting point for this assessment. You will not need to modify the index.html file.
- Assign an id of "it" to a random element with the class of "cell". This must be done using JavaScript.
  - Hints: 16 elements have a class of "cell". Think of a way to return a NodeList of all 16 elements. Perhaps you'd like to store that data in a variable?
  - How can we access a certain index of the NodeList?
  - How do we generate a random integer from 0 through 15?
  - How do we assign an id to one instance of a NodeList using the random number?
- When any element with the class of "cell" is clicked, the background color of the cell turns green.
- When the cell with the id of "it" is clicked, the element should have its background color changed to red and its text changed to "IT". Also, set the background of the page body to black.
- Once the element with the id of "it" has been clicked, remove all click event listeners.
- From left to right, here is an example of what the progression looks like in the final product with each click of a cell.

