

1. In this assignment you will write a web page that enables a user to play the game of 15. On the page there should be a 4-by-4 board with a total of 16 slots. One of the slots is empty. The other slots are occupied by 15 tiles (buttons), numbered from 1 through 15. Any tile next (either vertically or horizontally but not diagonally) to the currently empty slot can be moved into the currently empty slot by clicking on the tile. Your program should create the board with the tiles out of order. The user's goal is to arrange the tiles in sequential order row by row.  
Not all configurations of the board are solvable. Only those configurations where there has been an even number of swaps can be solved. But those with odd number of swaps cannot be solved. Instead of assigning random numbers to the tiles, store a number of solvable configurations in an array. Then assign one of these configurations at random when the page is loaded.  
Upload your HTML/CSS and JavaScript files in a sub-directory *assignment2* under the CIS webserver (<http://cisweb.ufv.ca/~<student ID>>).
2. We've already learnt stopPropagation() event method. There is another JavaScript method called stopImmediatePropagation (similar name but different functionality).  
Google stopImmediatePropagation event method and write your findings. What is the difference between stopPropagation and stopImmediatePropagation? Explain differences with a working example. Submit your response to Blackboard.