IS446: Web Information Systems (Fall 2019)
Project 1
Due on Thursday NOV 28 at 11:59 PM

In this project, you are required to implement a simple web application that allows kids in schools to learn the basic English Alphabet. The basic idea is that, the user will choose the number of letters he wants to learn, and when clicking on each letter, another page is opened showing an image of something that begins with that letter. In addition, some user interaction events are collected and stored in the localStorage object of the browser to be used in subsequent versions of the project.

The application should look something like the following:

- It has an *index.html* page contains a number input and a button. The user chose how many letters [1,26] he wants to learn, then he presses OK. A randomly chosen letters should be selected. For example, if the user wants to learn 3 letters, he uses the number input field and chose 3, then presses OK and after that he will get 3 randomly chosen letters from the English alphabet.
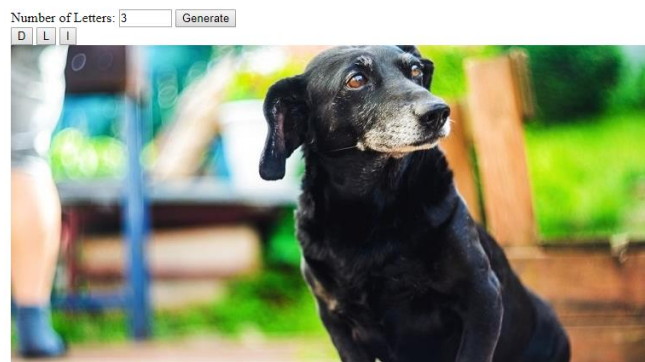

- The next step is for the user to click on one of the letters and then an Image is displayed showing something that begins with that letter. Images are stored in a folder for created for each letter.

- Some interactions are stored to keep track of how kids are learning. The interactions that needs to be stored are:
  1. Window load and window unload.
  2. All Clicks on the "generate" button.
  3. All Clicks on the letters buttons.
- In order to store the interactions, you should create an object for each interaction using a function template. The properties that you need to store for each event are: event type, event target, and event time.
- All event objects once created are stored in the localStorage object of the browser (window object).