

# Client-side Technologies

## JavaScript Fundamentals

### Lab6

#### **BOM**

#### **1. Window Object**

**1.1. Create a parent window that opens a flying child window. Hint: Start by creating a parent window that opens a child window.**

**Child window should always be on top view and moves up and down within boundaries of user screen.**

**Parent window should contain a button that stops child window movement.**

#### **2. Location Object & Navigator Object**

**2.1. Make your own welcoming page of a registration form to**

- **display a greeting message for the user by his name and title, then**
- **show a display of his info (address, gender, email, mobile) and**
- **display a recommendation to use chrome browser if he is using another browser (**Bonus**)**

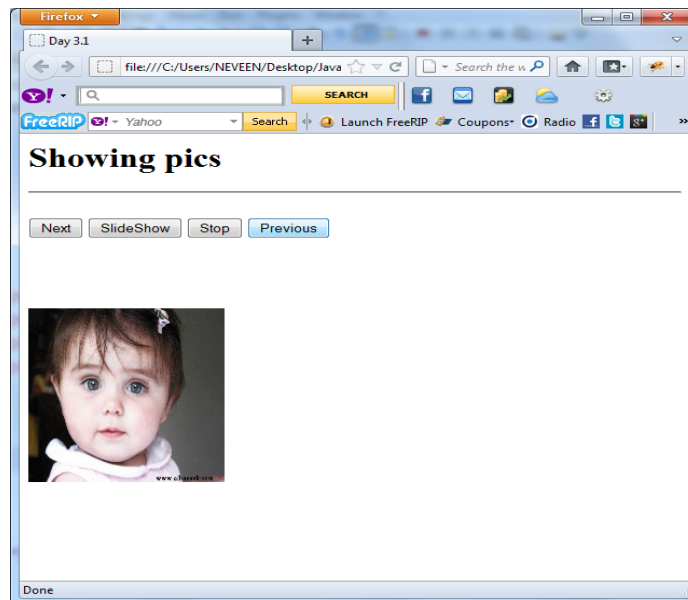
**Hints:**

- **You should build a registration form to send the entire required info from the user and let the action is getting the welcoming page.  
i.e. The welcoming page is the page that should be displayed after registration.**
- **The registration form should contain fields for name, email, password, job title, mobile, gender, and address.**
- **Read the required info from the query string.**

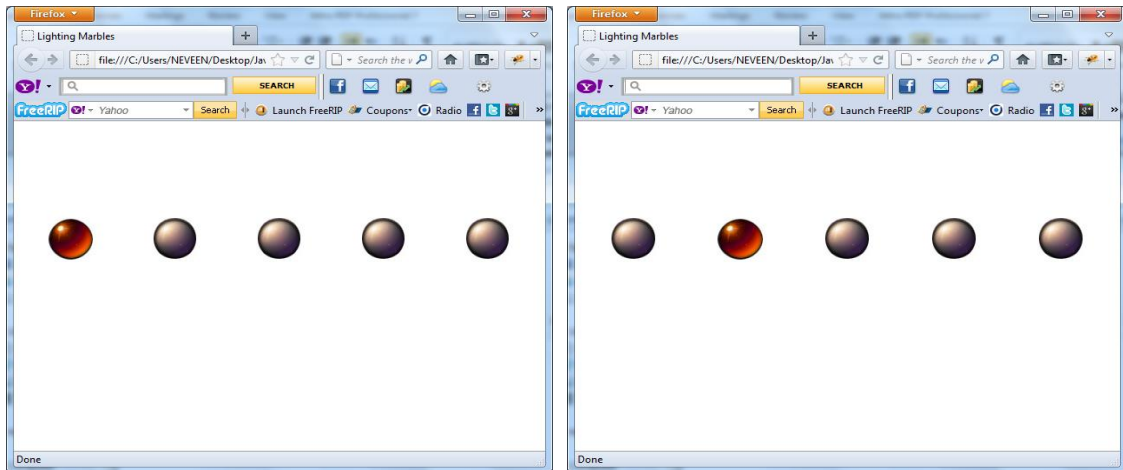
### 3. Document Object

#### 3.1. Photo gallery with Next, Previous, and Slideshow.

- The next button goes to the next pic and stops when reaching the last image
- Previous goes back to the previous image and stops when reaching the first image
- The slideshow button will circulate, i.e. when reaches the last image it should continue displaying starting from the first image
- The stop button will stop slideshow behavior.
- Let the delay between every two images last 2 seconds



**3.2 Create an animation on the page that makes an orange marble move to the next location in the line every second. Allow the user to stop the animation by placing the cursor on any marble. The animation will restart again once the user removes the cursor from that marble. Add your own interesting feature to the script that tinkers with the speed or location of images**



### 3.3 Memory Game

