Client-side Technologies
JavaScript Fundamentals
Lab 8

A. Error Objects

A.1. Update your cookie.js library file to handle any possible wrong call of all implemented function by firing error message. e.g there should be an error message if getCookie was called without passing any parameter or with more than one parameter.
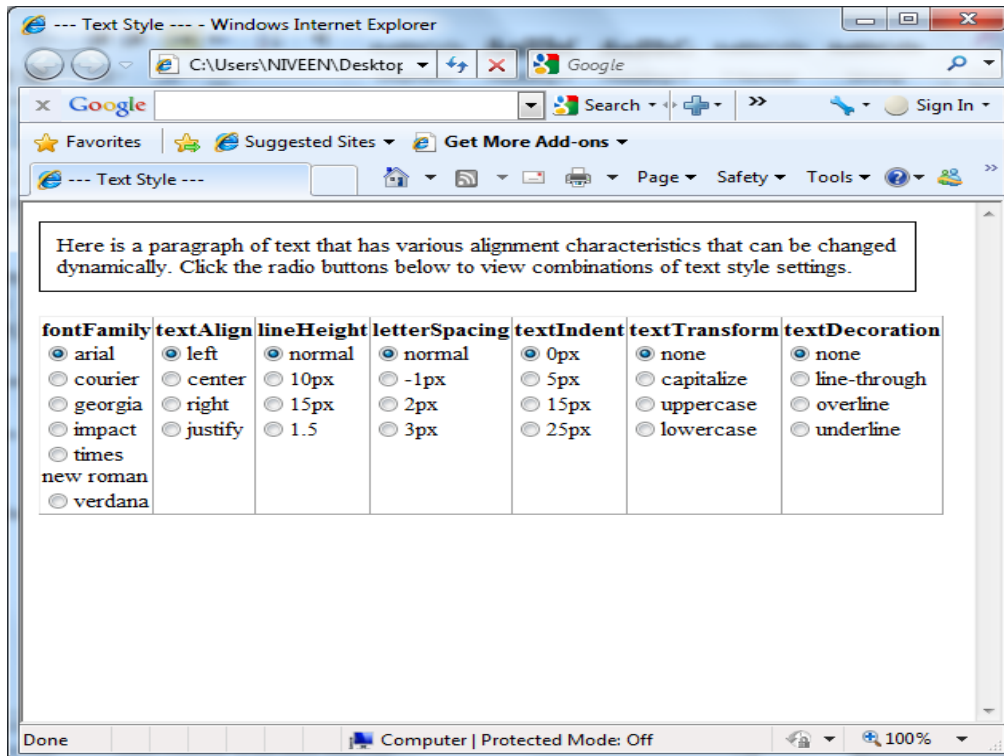
A.2. Create a function that accepts only 2 parameters and throw exception if number of parameters either less than or exceeds 2 parameters

A.3. Create an adding function that adds n numbers only. Throw exception if the user passed any data type other than "number" or called your function without passing any parameters.

B. DOM

B.1. Apply different styles over a paragraph according to checked radio button.
Implement the required functions in an external .js file to let TextStyle.html works properly

B.2. Given a web document as shown below in Fig. a, with only these few lines of code in shown in Fig. b. Using DOM Nodes to access, create, modify or remove any of its elements to have it finally as shown in Fig. c.

Fig. a

```html
<div id="header">
        <img src ="hi.jpg" alt="hello" />
  </div>
  <div id="navigation">
        <ul id="nav">
                <li><strong>Memo</strong></li>
                <li><a href="Articles.html">Articles</a></li>
                <li><a href="Photos.html">Photos</a></li>
                <li><a href="About.html">About</a></li>
                <li><a href="Clients.html">Clients</a></li>
                <li><a href="Contact.html">Contact</a></li>
        </ul>
  </div>
```
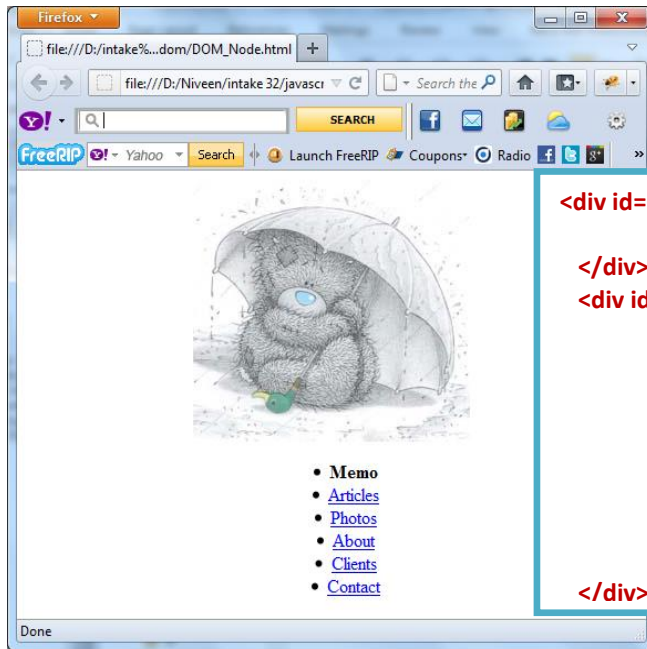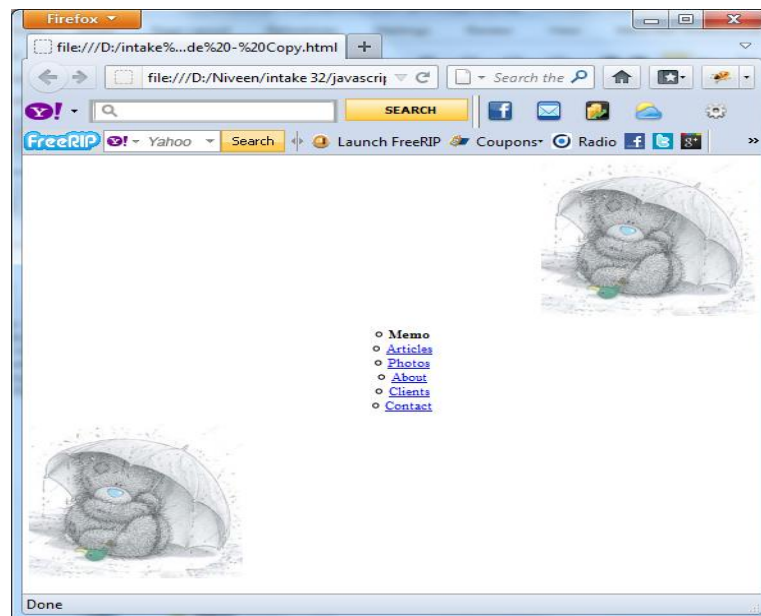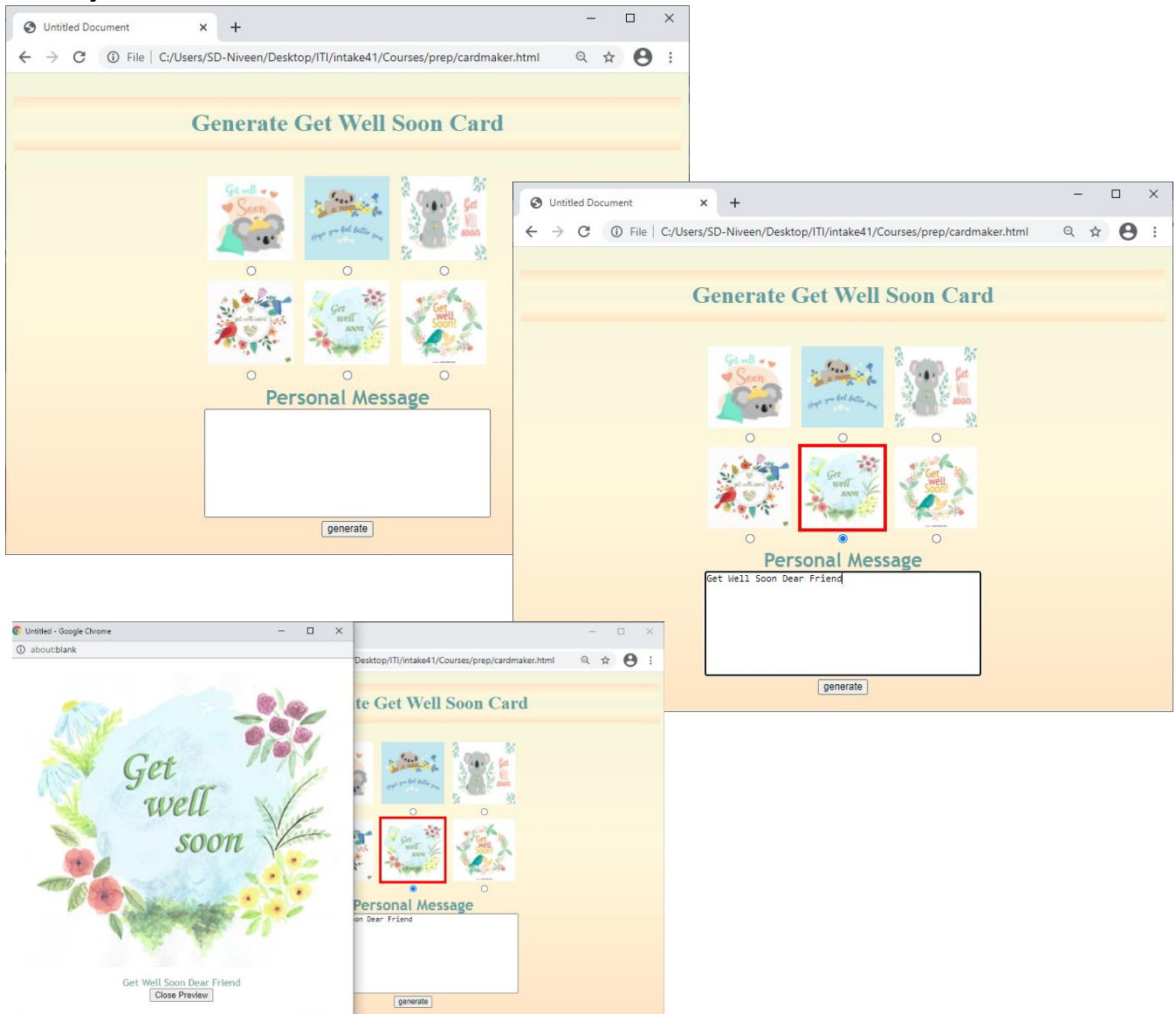
Fig. b

Fig. c

B.3. Card Generator
Build a website to help your user to create his customized card as shown and open a new window with preview for his preferences.
Note:
The preview window and all of its elements will be created on the fly

B.4. Moving Pics