jQuery Exercises

1. **jQuery Library Inclusion**

   Exercise 1: Adding jQuery to a Page

   - **Task**: Create a simple HTML page and include jQuery in two ways:

     1. Using a CDN link.

     2. Using a locally downloaded copy.

   - **Bonus**: Add a *<p>* element that says "Hello World!" and log it using jQuery to the console.

2. **The $() Function**

   Exercise 2: Selecting Elements

   - **Task**:

     o Create a webpage with:

       ▪ 1 *<h1>*, 2 *<p>*, and 1 *<button>*

     o Use *$(document).ready()* to ensure the DOM is loaded.

     o Use the *$()* function to:

       ▪ Change the text of the *<h1>*

       ▪ Hide one of the *<p>* elements when the button is clicked

3. **jQuery Methods**

   Exercise 3: Use of Common Methods

   - **Task**:

     o Add 3 *<div>* elements with class *.box*

     o Use the following jQuery methods:

       ▪ *.hide(), .show(), .fadeOut(), .fadeIn(), .toggle()*

       ▪ Apply these methods when clicking respective buttons.

   - **Bonus**: Chain methods like *.slideUp().delay(1000).slideDown()*

4. **DOM Manipulation**

Exercise 4: Creating and Modifying Elements

- **Task**:

  - Create a form with an input field and a submit button.

  - When the button is clicked:

    - Take the value from the input

    - Create a new *<li>* with that value

    - Append it to an unordered list (*<ul>*)

  - Add a "Remove All" button that empties the *<ul>*

5. **Working with Events**

Exercise 5: Handling User Interactions

- **Task**:

  - Create a page with:

    - A *<button>* with id *#colorBtn*

    - A *<div>* with id *#colorBox*

  - Use jQuery to:

    - Change the background color of *#colorBox* to red when the button is clicked.

    - Change it back to white when double-clicked.

6. **Event Helpers**

Exercise 6: Mouse and Keyboard Events

- **Task**:

  - Create a *<div>* with some text.

  - Use the following event helpers:

    - *.click()*

    - *.dblclick()*

    - *.mouseenter()* and *.mouseleave()*

    - *.keypress()* on an input field

  - Make each event do something visible (e.g., change background color, add text, show an alert, etc.)