

In this project, you'll create a script that displays an alert box containing a custom message based on the element a user clicks.

1. In your text editor, open **index.htm** from the Lab 3 Shape Picker folder. Enter your name and today's date where indicated in the comment section in the document head.
2. Open **index.htm** in your browser. The web page displays three shapes: a square, a triangle, and a circle.
3. Return to your text editor. At the bottom of the document, before the closing `</body>` tag, enter `<script>`, insert a blank line, and then enter `</script>` to create a new script section.
4. Within the script section you created in the previous step, enter the following:

```
1  var square = document.getElementById("square");
2
3  square.addEventListener('click', function(){
4      alert("You clicked the square");
5  });
6
```

Figure 1: You are selecting the square element by id, then assigning an event listener.

This code adds an event listener to the element with the id of `square`. The code uses an anonymous function as the second argument for the `addEventListener ()` method. When a user clicks the element, the anonymous function is executed, which generates an alert box containing the text "You clicked the square".

5. Below the event listener code you added in the previous step, but before the closing `</script>` tag, enter the following code to add event listeners for the remaining two shape elements:

```
1  var square = document.getElementById("square");
2  var triangle = document.getElementById("triangle");
3  var circle = document.getElementById("circle");
4
5  square.addEventListener('click', function(){
6      alert("You clicked the square");
7  });
8
9  triangle.addEventListener('click', function(){
10     alert("You clicked the triangle");
11 });
12
13 circle.addEventListener('click', function(){
14     alert("You clicked the circle");
15 });
```

6. Save your work, refresh or reload **index.htm** in your browser, and then click the **square**. The browser opens an alert box that displays the text “You clicked the square”. Click **OK**, and then repeat for the triangle and the circle. Each alert box should name the shape you clicked.

Figure 3: Alert box displayed after clicking square element

