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Bootstrap & JavaScript

Bootstrap:

Bootstrap is a front end framework which allows us to create a responsive web design i.e., the website automatically adjusts itself such that it can be suitable according to the type of the devices like phones, tabs, desktops, etc.

JavaScript:

JavaScript is basically a programming language that will allow the user to make a web pages which will be interactive. It is used to program the behaviour of the webpages. It can be used in both client side and server side.

Rock-Paper-Scissor:

Tasks:

1. Created a HTML page and included a custom JS file before closing the body.
2. Created buttons with class names as .rock, .paper, .scissors

3. Created a result wrapper which will display the result of the game.

```
<body>
    <div class="game">
        <!--Options Wrapper Starts Here -->
        <div class="options">
            <button class="rock">Rock</button>
            <button class="scissor">Scissor</button>
            <button class="paper">paper</button>
        </div>
        <!--Options Wrapper Ends Here -->

        <!-- Result Wrapper -->
        <h1 class="result">Computer Won</h1>
    </div>
    <!-- Including Custom Js -->

    <script src="./script.js"></script>
</body>
```

4. Created a .js file and defined a game function in which we identified the buttons using class names by query selector.
5. Defined a click function by using add event listener which will allows us to identify the button which is clicked in the group of buttons present.
6. Used a **Math.random()** pre-defined method which will generate a random number for computer options.

```
var gameStart = () => {
    let rock = document.querySelector('.rock');
    let paper = document.querySelector('.paper');
    let scissor = document.querySelector('.scissor');
    let userOptions = [rock,paper,scissor];
    let computerOptions = ['rock','paper','scissors'];

    // Function TO Select Options

    userOptions.forEach(option => {
        option.addEventListener('click',function(){
            let random = Math.floor(Math.random()*3);
            let computerChoice = computerOptions[random];
        // Calling Function to check Winner
            final(this.innerText,computerChoice)
        })
    })
```

7. Finally, for result we defined a final function which will take user option and computer option as arguments, compares them and displays the result.

Result:

Computer Won

Responsive Web Design:

Tasks:

1. Created a HTML page and included google fontfamily Lato, Bootstrap 4 and custom css.

```
<html lang="en">

<head>
    <title>RWD Task</title>
    <meta content="text/html" http-equiv="Content-Type">
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <!-- Including Bootstrap CDN version 4 -->
    <link rel="stylesheet" href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.1/dist/css/bootstrap.min.css">
    <!-- Including Custom Css -->
    <link rel="stylesheet" href="../css/custom.css">
    <!-- Including Google Fonts -->
    <link rel="preconnect" href="https://fonts.googleapis.com">
    <link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>
    <link href="https://fonts.googleapis.com/css2?family=Lato&display=swap" rel="stylesheet">
</head>

<body>
    <div class="container-fluid">
        <!-- Header Wrapper Starts Here -->
        <div class="header d-flex justify-content-between">
            <div><img alt="PlaceHolderImage1" src="PlaceHolderImages/bean.jpg" height="100" width="100"></div>
            <div class="grey pt-4">
                <h1>Kavya Para</h1>
                <h3>Student</h3>
            </div>
        </div>
        <!-- Header Wrapper Ends Here -->
        <!-- Banner Wrapper Starts Here -->
        <div class="mt-4">
            <img alt="PlaceHolderImage2" src="PlaceHolderImages/Image.png" class="banner-img">
        </div>
        <!-- Banner Wrapper Ends Here -->
```

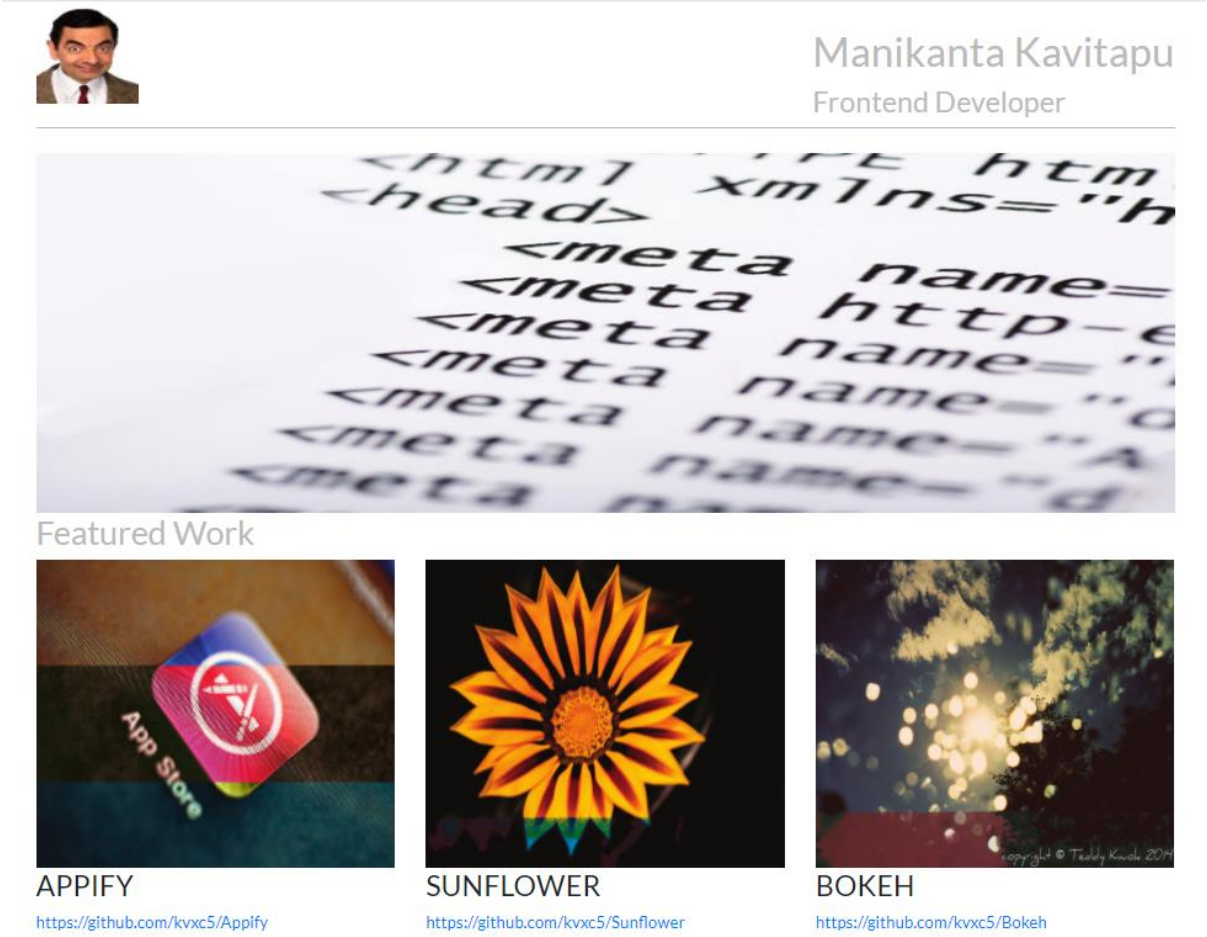
```
        <div>
            <h2 class="grey">Featured Work </h2>
        </div>

        <!-- Application Wrapper Starts Here -->
        <div class="row">
            <div class="col-xs-12 col-sm-6 col-md-4 col-lg-4">
                <img alt="PlaceHolderImage3" src="PlaceHolderImages/app1.png" class="img-fluid app-img">
                <h3>APPIFY</h3>
                <p><a href="https://github.com/kvxc5/Appify">https://github.com/kvxc5/Appify</a></p>
            </div>
            <div class="col-xs-12 col-sm-6 col-md-4 col-lg-4">
                <img alt="app1" src="PlaceHolderImages/app2.png" class="img-fluid app-img">
                <h3>SUNFLOWER</h3>
                <p><a href="https://github.com/kvxc5/Sunflower">https://github.com/kvxc5/Sunflower</a></p>
            </div>
            <div class="col-xs-12 col-sm-6 col-md-4 col-lg-4">
                <img alt="app2" src="PlaceHolderImages/app3.png" class="img-fluid app-img">
                <h3>BOKEH</h3>
                <p><a href="https://github.com/kvxc5/Bokeh">https://github.com/kvxc5/Bokeh</a></p>
            </div>
        </div>
        <!-- Application Wrapper Ends Here -->
    </div>
</body>

</html>
```

2. We created a header and used bootstrap classes for alignment.
3. For application section, we used a bootstrap grid system and responsive classes such as col-xs-12, col-sm-6, col-md-4 and col-lg-4.
4. For header and banner image to be worked in small screens we used a media query.

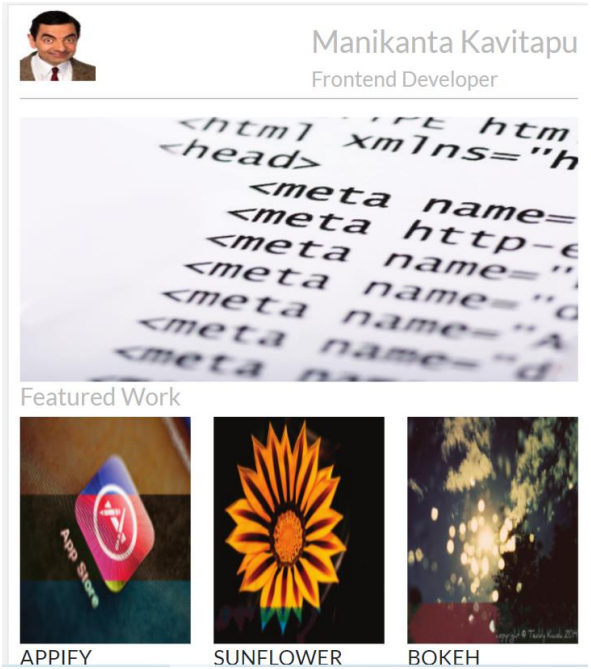
```
/* Styles For Small Screens */
@media (max-width: 576px) {
    .header h1 {
    font-size: 20px;
    }
    .header h3 {
        font-size: 16px;

    }
    .banner-img ,.app-img{
        height: 250px;
    }

}
```

Results:

Regular Screen:



Medium Screen:



Small Screen: