

Lab 10

Objectives

- Review of JavaScript in preparation for Midterm 2

SETUP – Visit the JSFiddle page

1. Go to the JSFiddle site at: <https://jsfiddle.net/Aestey/5at4wryz/>
2. In the HTML section each part is labeled with a heading tag and its part number. For example: `<h1> Part 1 </h1`
3. The corresponding JavaScript (bottom left) for each part is labeled the following way:
`/* Part 1 */`

Part 1 – Buttons

1. Write the HTML code to create a button. When the button is clicked, the `buttonClicked()` function should be called.
2. If done correctly, when the button is clicked, an alert box should show up with the text “you clicked the button” inside of it.

CHECKPOINT 1

Part 2 – Text input fields

1. Write the function so that when a user enters a color name into the text box, the background colour of the **p2Container** section is changed to that colour.
2. Things to think about:
 - a. What is the name of the function that is called when the button is clicked? You should name your function accordingly.
 - b. How do you get the value typed into the text box? You can do this with `document.getElementById`, or with jQuery `$("#id")`.
 - c. There are two ways to change the background colour:
 1. `document.getElementById("id").style.backgroundColor = <COLOR>`
 2. `$("#id").css("background-color", <COLOR>);`

CHECKPOINT 2

Part 3 – If Statements

1. Display text in the **p3Result** section based on the input entered into the text box:
 - a. “Positive” if the number is greater than 0
 - b. “Negative” if the number is less than 0
 - c. “Zero” otherwise.

For example:

Part 3
Enter a number:
Negative

CHECKPOINT 3

Part 4 – Objects

1. Read through the object defined below the `/* Part 4 & 5 */` line in the JavaScript.
2. When the Get Author button is clicked, set the author variable so that it obtains the author value from the object.
3. The code will then display the author’s name in the **bookAuthor** section.

CHECKPOINT 4

Part 5 – Objects, Arrays, Loops, Ifs

1. If the user enters the name of one of the three main characters in the Harry Potter series, the details of that character’s wand should be displayed.
2. Right now the code reads in the value entered into the box, and also obtains the array of characters from the object. You will need to do the following:
 - a. Loop through each character in the array
 - b. Check if that character’s name is the wizard you are searching for
 - c. If so, display that wizard’s wand details to the **wand** section in the HTML.

CHECKPOINT 5