

Problem 2. Dart Scoring

Environment Specifics

Please be aware that every JS environment may **behave differently** when executing code. Certain things that work in the browser are not supported in **Node.js**, which is the environment used by **Judge**.

The following actions are **NOT** supported:

- `.forEach()` with `NodeList` (returned by `querySelector()` and `querySelectorAll()`)
- `.forEach()` with `HTMLCollection` (returned by `getElementsByClassName()` and `element.children`)
- using the **spread-operator** (`...`) to convert a `NodeList` into an array
- `append()` (use only `appendChild()`)
- `prepend()`
- `replaceWith()`
- `replaceAll()`
- `closest()`
- `replaceChildren()`

If you want to perform these operations, you may use `Array.from()` to first convert the collection into an array.

Use the provided skeleton to solve this problem.

Note: You **can't** and you have no permission to **change** directly the given HTML code (index.html file).



Your Task

Write the missing JavaScript code to make the **Dart Scoring** work as expected:

- **Player Name, Score, and Round** should be **non-empty strings**. If any of them are empty, the program should not do anything.

1. Getting the information from the form

When you click the **[Add]** button, the information from the input fields must be added to the `` with the `id "sure-list"`, **[Add]** button must be **disabled** and the input fields should be cleared.

The HTML structure should look like this:

```
▼<ul id="sure-list">
  ▼<li class="dart-item"> flex
    ▼<article> flex == $0
      <p>Alexander</p>
      <p>Score: 120</p>
      <p>Round: 1</p>
    </article>
    <button class="btn edit">edit</button>
    <button class="btn ok">ok</button>
  </li>
</ul>
```

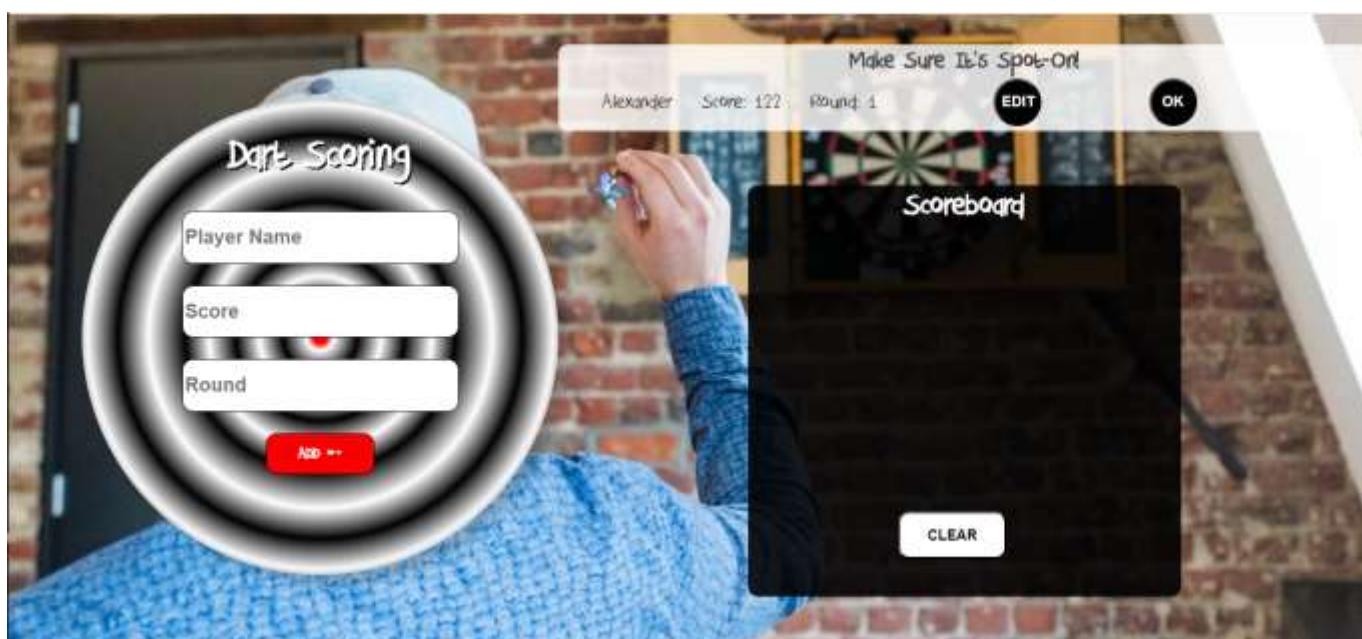


2. Edit information

When the **[Edit]** button is clicked, the information from the post must be sent to the input fields on the left side and the record should be deleted from the `` `"sure-list"` and **[Add]** button must be **enabled** again.



After editing the information, add a new item to the `` with the updated information.



3. Add to Scoreboard

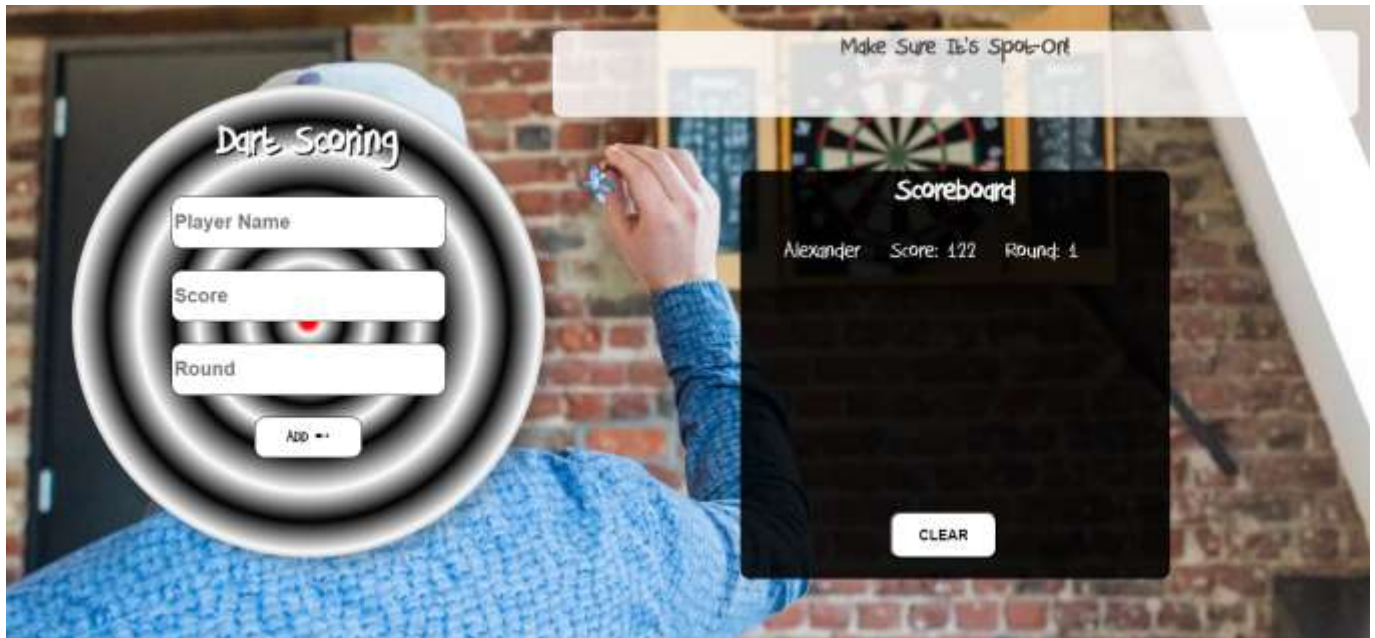
When you click the **[Ok]** button, the record must be **deleted** from the `` with **id "sure-list"** and appended to the `` with **id "scoreboard-list"**.

The **buttons [Edit]** and **[Ok]** should be removed from the `` element and **[Add]** button must be **enabled** again.


```

▼ <ul id="scoreboard-list">
  ▼ <li class="dart-item"> flex
    ▼ <article> flex
      <p>Alexander</p>
      <p>Score: 122</p>
      <p>Round: 1</p>
    </article>
  </li>
</ul>
<button class="btn clear">Clear</button>

```



4. Clear Scoreboard

When [Clear] button is clicked, you must **reload** the application.

Submission

Submit only your **solve()** function.