**Lesson 3: JavaScript, jQuery**

**Lesson Overview:**

We briefly look into object oriented JavaScript along with jQuery. We also learn how to access APIs using jQuery

**Use case Description:**

**1) Hangman using JavaScript**

Build the Hangman game using JavaScript. It helps to understand the object-oriented JavaScript along with the basic JavaScript elements.

**2) To-do List**

A simple app to maintain a to-do list and mark completed ones using jQuery.

**3) Hangman using API**

It introduces the useful concept of using APIs.

**Programming elements:** javascript2(OO), jQuery

**Source Code:** available in the spreadsheet

**In class exercise:**

1. PickMyFavoriteColor:Build a simple app to select a color by typing it in the text box or picking it from a given set of colors using JavaScript and jQuery.

Follow the instructions given in the starter code

1. GithubUserFinder: Create an app to retrieve details of a GitHub user like the name, ID, profile picture and link to the user's account.
2. Use the To-do List use case and add a functionality of actions in form of the drop down and also a functionality to delete the item from list.
3. Use both Hangman use case to provide hint to the user in form of text or picture.