Mentor class 04 - JavaScript

You have 4 exercises that combine 1 application. Divide the work between all of you, or work together on each of them.

Your task

1. **Exercise I:**

    - You are given an array (in the starter-files) of animal data.
    - Create a function called **createBox** which returns a fully-created animal-box (see the screenshot of how they look like).
      Create all the needed HTML elements inside the function (**use document.createElement)** and return the box - similar like we did last time with the table-row.
      One animal box should be a div element with the following classes: **col-6, col-md-3, text-center, mb-4**
      Inside the div element, there should be an **inner div** element with the following classes: **border, h-100, p-2**
      Inside the **inner div** element there should be other elements:
        1. <h2> element with classes **h4, mt-3** for the name of the animal.
        2. <img> element with **max-width: 100%** set on it, for the animal image.
        3. <p> element for the animal age.
    - Iterate through the animal data and use the **createBox** function to create an animal-box for each iteration. Then append the newly created box each time on the **.boxes-wrapper** div (you'll find it in html).

    **** Make all of the tasks above dynamically through javascript. (if it wasn't obvious)**

2. **Exercise II:**

    - On the left side of the browser (also on the screenshot), you will notice a

red **Remove All** button.

- Make an event listener on 'click' for it, which when clicked removes all the animal-boxes from the HTML and also from the animalData array.

3. **Exercise III:**

- On the left side of the browser (also on the screenshot), you will notice a blue **Add Animal** button, which when clicked opens a bootstrap modal with 3 input fields inside. There's also an **Add** button inside the modal.
- Attach an event listener on 'click' on the **Add** button inside the modal, which when clicked, collects the **values** from the 3 inputs fields inside the modal, checks if they are filled with text, and **only** if they are, **only then** creates a new animal array based on the 3 input field values.
- Push the newly created animal-array to the **animalData** array (inside the click handler).
- Also inside, add the newly-created animal to the HTML so the user can see it. (best way to do this is to empty the boxes-wrapper innerHTML and populate it once again with the animalData, just like last time with the table-rows :))
- After you add the new animal to the animalData and to the HTML, empty the 3 input field values (also inside the event-handler), so when you open the modal next time, they are ready to add a new animal.

4. **Exercise IV:**

- On the right side of the browser (also on the screenshot), you will notice 5 buttons that **filter** the animalData array by age. To achieve this, make use of the [data-age=""] attributes in HTML on each of the buttons.
- Iterate through all the buttons and attach an event handler on click for each of them at once. (if you don't know how to do it at once, it's fine to do it separately)
- Using the [data-age=""] attribute, find out which of the filters you are clicking.
- Use **array.filter** to filter the **animalData** array based on the

[data-age=””] attributes.

- When you get the correct filter results, use them to show the results on the screen.
  **once again: the best way to show the results is to empty the boxes-wrapper innerHTML and populate it once again with the filteredAnimals).
- There is also a **Show All** button which when clicked, always shows all of the animals.

Notes

1. Write the exercises in the same **main.js** file that is sent and **do not create separate files** for every exercise, because it is one application after all.
2. Place the challenge in a GitLab project named **mentor-classes-group-number** (example: mentor-classes-group-1, that you already created).

- Each challenge every week will be in a separate branch (DO NOT WORK ON MASTER).

Good luck!