**Day 3 Lab Assignments**

**Please do these assignments:**

1. Create a new page that has a textbox, and alert the code of key pressed on a textbox, and which mouse button clicked on it.
2. Make a button (Start clock), that showing alert saying “Clock Started” and displays clock with current time in local format (time only without date) in a div updated every second(use innerText property of div)

(document.getElementById(“div”).innerText=value).

* 1. Handle the onclick event of the (start clock) button using JavaScript (Not in the input tag).
  2. Stop the clock when user clicks (q) letter, and show alert saying “Clock stopped”.

1. Create a page that contains one image, and use JavaScript Code (not in HTML tag) to handle onclick event on the image, increase a counter when the image is clicked.
   1. Use addEventListener to add new handler for the onclick event listener, to alert the score (the value of the counter), when any image of them clicked.
   2. After 5 seconds (Use setTimeOut), use removeEventListener to remove the event handler onclick that alerts the user score, and instead of it alert saying “Game Over”.
2. Create a login form that redirect to another page when user submit the form, and put in this form textbox (user name) and password field (password) [textboxes must have name attribute] and button (login). User name text has default text “Enter your user name here”, when user clicks login he will be redirected to another page (the page given in the form action), use get method and on the other page get the user name (from the browser URL) and write on the page welcome + User Name in bold and big font letters.
3. Make a link that on its onClick event opens new advertising window after 3 seconds, and write long paragraphs on it. Also, make another link that closes this page. (Note that the browser may block the opening of the new window; make sure that you allow this page to open popups in your browser).