

# Client-side Technologies

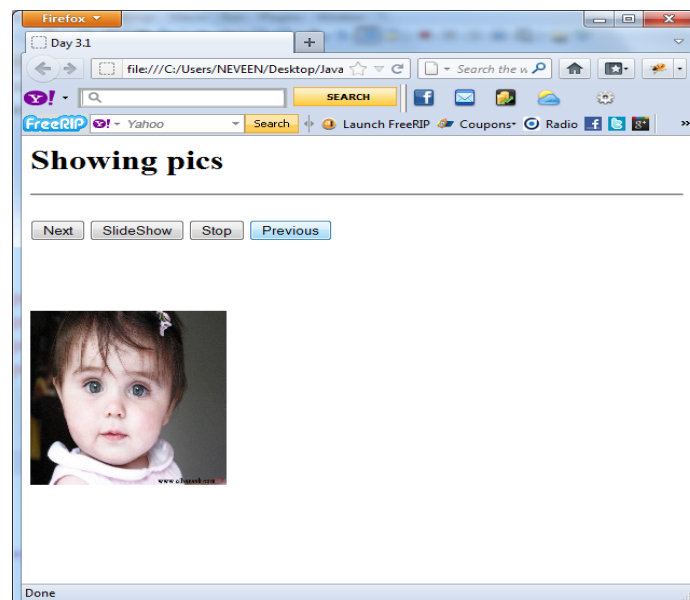
## JavaScript Fundamentals

### Lab7

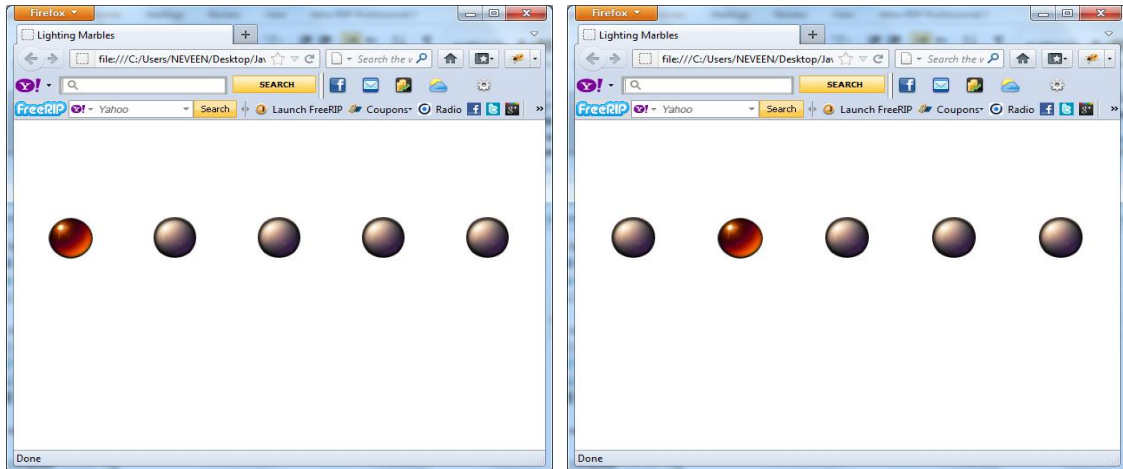
#### Document Object

##### 1. Photo gallery with Next, Previous, and Slideshow.

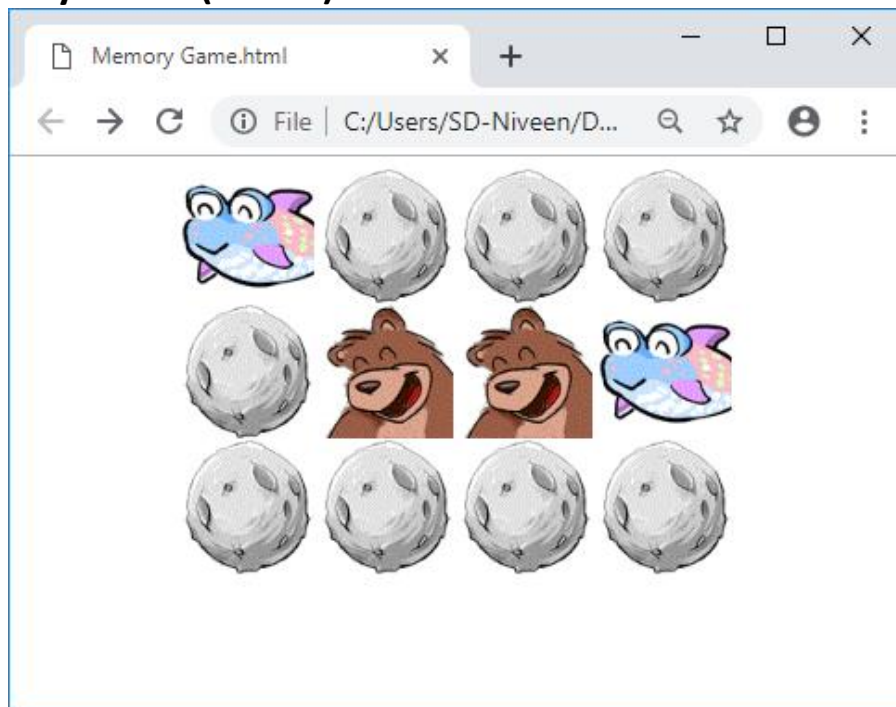
- The next button goes to the next pic and stops when reaching the last image
- Previous goes back to the previous image and stops when reaching the first image
- The slideshow button will circulate, i.e. when reaches the last image it should continue displaying starting from the first image
- The stop button will stop slideshow behavior.
- Let the delay between every two images last 2 seconds



2. Create an animation on the page that makes an orange marble move to the next location in the line every second. Allow the user to stop the animation by placing the cursor on any marble. The animation will restart again once the user removes the cursor from that marble. Add your interesting feature to the script that tinkers with the speed or location of images

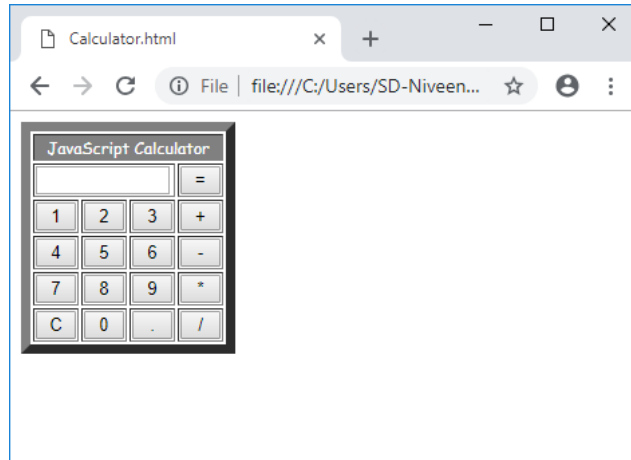


### 3. Memory Game (Bonus)



#### 4. Simple Calculator.

Implement the required functions in an external file to let calculator.html works properly



#### 5. Implement the “C” and “<” buttons in form.html