Day 2 JavaScript Assignments
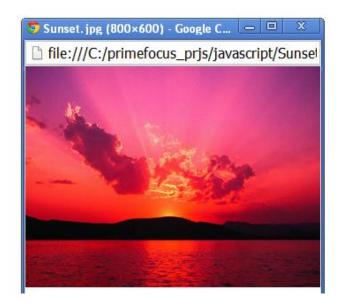
2.1 Objective:

To practice browser object window.

2.1.1 Problem:

Q. Write a JavaScript program to display few thumbnails of images and when mouse is hovered on the images, it should display the full image in another window as below.

2.2 Objective:

To practice browser object window.

2.2.1 Problem:

Write a JavaScript program to display user message in the status bar as a floating message as soon as window is loaded.

2.3 Objective:

To practice changing styles dynamically.

2.3.1 Problem:

Design a html page consisting of a table with few rows. Write the JavaScript program to change the background color of the table row to highlight the row when mouse is moved over the row.

101	AAA	1111	201
102	BBB	2222	202
103	CCC	3333	203