

Wiring Up

HTML, CSS and JS like to play together

Stuff covered

- `querySelector`, `querySelectorAll`
- Passing this
- Showing and hiding stuff
- Adding and removing classes
- Handling events: clicks, mouseover, mouseout, keyup
- Passing and using the event

Guidance

- Start with the wiring-up starter project
- Copy the project into your dropbox dedicated folder under week3
- Open the project and review the HTML and CSS given
- Follow the steps described below
- Important – every project you receive during the bootcamp will have a name, those projects should be submitted at the following structure:
Your Folder \ weekX \ proj-name

Try stuff

1. 3 seconds after the page loaded:
 - a. Change the text to "I Love JS"
2. Marking - when Mark button is clicked, call the function `mark()`
 - a. Use a global variable `isMark` to keep the current state
 - b. Use `querySelectorAll` to find all spans inside boxes and add / remove a mark class to them
 - c. Change the text of the button to Un Mark / Mark
Tip: pass `this` is an argument from the HTML so you have immediate access to the button
 - d. When a mark word is clicked, Show it in the `` inside the `<h2>` (*'Its so...'*)
3. The modal
 - a. When **Bless** is clicked:
 - i. update the content of the modal to "You were blessed at *curr-time*" and show it
 - ii. use the `getRandomColor` function and change the style of the `<h2>`
 - b. This modal should be auto closing after 5 seconds
 - c. When mouse is over the image change it to `ca.png` and when mouse is out – show the first image.

- d. When the image is clicked, show the modal (it will also be auto closed after 5 seconds)
- e. Also hide the modal when close button is clicked
- f. Hide the modal when ESC is pressed

I Love JS

its so... easy

You were blessed at 00:10:16

Do the **difficult** things while they are **easy** and do the great things while they are small. A journey of a thousand miles must begin with a single step.



Un Mark Bless