

Introduction

Setup

Part 1: Edit HTML

Part 2: Edit Javascript

Part 3: Create HTML Page

Part 4: Create Interactive Components

Part 5: Stylize buttons

Part 6: Explain How the Web Works

Extra Credit: Another Page

## Module 3 Project

### Introduction



It’s time to practice and solidify the skills you learned in this module.

Warning: Independent work

This is an individual assignment. Please do not collaborate with your peers or share your work until the project is reviewed as a class.

### Setup

1. [Click here](#) to download the code files you need to for this project.
2. Go to your browser, and click “file > Open”. Navigate to **home.html**.
3. Open all of the files in VSCode so that you are able to edit them as well.
4. In **home.html** edit line 18 to say `<p>Hello World</p>` . Reload this file in your web browser (**CMD/CTRL + R**). Ensure that you can see the change you made reflected in the browser.

### Part 1: Edit HTML

Change the following things in **home.html**.

- Change the image of the Devmountain logo to an image of either a rubber duck or a cat of your choice.
- Add another paragraph somewhere on the page. The content of the paragraph should be a message welcoming the user to the website.
- Add a bulleted list ( `ul` ) of compliments to the user, with at least 3 bullet points.
- Add a form input to the “Contact Us” form that asks the user how they heard about this website. They should be able to check boxes that include “Google”, “A friend”, or “Other”.

### Part 2: Edit Javascript

- Change the event listener that is listening for the Contact Us form to submit. Instead of doing a `console.log` message on submit, the form should alert the user that the form has been submitted successful. Use the **alert** function in Javascript.
- Add an event listener that listens for a **mouseover** event. When the user mouses over the picture on the page (cat or rubber duck) the page should alert give the user a compliment.

### Part 3: Create HTML Page

Edit the file called **profile.html**. Make a profile about yourself. The profile should feature your skills, interests, and career goals. Be creative and try practice using basic HTML elements like headings, paragraphs, lists, and forms.

Feel free to copy the **head** and **nav** components from the **home.html** page so that your profile has the same look and feel as the other pages on the website.

### Part 4: Create Interactive Components

Copy the following HTML into your profile somewhere.

```
<button id="color">My Favorite Color</button>
<button id="place">My Favorite Place</button>
<button id="ritual">My Favorite Ritual</button>
```

Next, create a new file called **profile.js**. Make sure it is in the same location (same folder) as the **profile.html** file.

Then, add this line of HTML at the **very end** of the `<body>` element (just above the closing tag `</body>` ).

```
<script src="profile.js"></script>
```

In **profile.js**, create event listeners that check for a click on each of these buttons. If a user clicks on “My Favorite Color”, it should alert the user of your favorite color, and so on.

### Part 5: Stylize buttons

Add a class to each button element from the previous section. Then, add CSS to **styles.css** that makes the buttons larger and yellow.

You are encouraged to do independent research how how to change the size and color of HTML buttons using CSS. Get practice searching the internet for proper documentation on HTML/CSS!

### Part 6: Explain How the Web Works

Create a new file called **web.txt**. Answer the following questions in at least 2 paragraphs, in your own words, based on what you have learned in this module.

**\*\*How does the internet work? What happens when you click on a link? \*\***

### Extra Credit: Another Page

- Add another link in the homepage’s navigation section.
- Create a new page for the website about your neighborhood.
- The page should feature a short description of your neighborhood, links to local restaurants and parks, and anything else you’d like to include.
- Create a button that allows the user to request a random restaurant recommendation. Add an event listener in Javascript listens for a click on the button. When the button is clicked, your Javascript should call a new function that you write, which chooses a random restaurant for the user.
- You can read more about how to choose a random item from a Javascript array [here](#).

**Be sure to push your code to Github for this assignment!**