1. **Mouseover Element**

Requirements:

(1. A randomly moving ball should appear on the screen. When it gets close to a designated circle, it should increase in size, as shown in the video.

2.   Implement a custom cursor with a unique color and shape.)

Key Concepts Covered:

(1. Functions and conditional statements (if-else)

2. Generating random movement

3.Event listeners

4. Modifying cursor appearance (color and shape))

2. Clock