JavaScript Essentials

Assignments

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RECORD OF CHANGES

No	Effective Date	Change Description	Reason	Reviewer	Approver
1	25/Jun/2018	Create a new Lab	Create new	DieuNT1	VinhNV
2	01/May/2019	Update Fsoft Template	Update	DieuNT1	VinhNV

Contents

FRESHER ACADEMY	**CODE:**	**JS-E.M.A1201**
	TYPE:	**Medium**
	LOC:	**N/A**
	DURATION:	**60 MINUTES**

Unit 12 – Events

Objectives:

✓ Able to capture user's input using Event listener

Project Structure

- A project called **JS-E.M.A1101** (this will be your root folder) is provided to you
- Put your work for each problem in corresponding folder inside root folder

Problem 1:

In our first events-related task, you need to create a simple event handler that causes the text inside the button (btn) to change when it is clicked on, and change back when it is clicked again.

The HTML should not be changed; just the JavaScript.

Try updating the code in corresponding folder to recreate the expected output below:

Machine is off --------------------► Machine is on

Problem 2:

Now we'll look at keyboard events. To pass this assessment you need to build an event handler that moves the circle around the provided canvas when the WASD keys are pressed on the keyboard. The circle is drawn with the function drawCircle(), which takes the folllowing parameters as inputs:

- x — the x coordinate of the circle.
- y — the y coordinate of the circle.
- size — the radius of the circle.

Try updating the code in corresponding folder to recreate the expected output below:
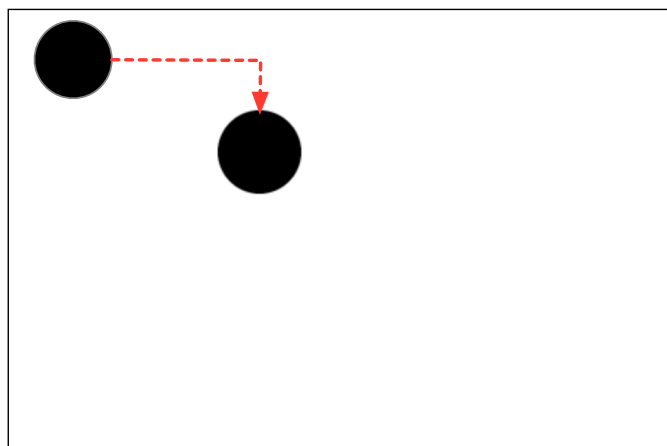
Problem 3:

In our final events-related task, you need to set an event listener on the <button>s' parent element (<div class="button-bar"> ... </div>), which when invoked by clicking any of the buttons will set the background of the button-bar to the color contained in the button's data-color attribute.

We want you to solve this without looping through all the buttons and giving each one their own event listener.

Try updating the code in corresponding folder to recreate the expected output below:

-- THE END --