1. hw
2. variables – var
3. if
   1. if
   2. else
   3. or
   4. and
   5. switch
4. prompt
5. string concatenation
6. operators
7. scope
8. variables – let
9. functions
10. events

TK:

1. create 3 vars x,y,z
   1. set random numbers in x,y and z
   2. display the result of the next formula
   3. x + z \* y
2. create h1, btn, input
   1. when user click on the btn, take the value color (in the input)
   2. change the text color of the h1
   3. change the text color of the input
   4. change the text of the h1

TK:

1. create x and y
2. set random numbers to x and y
3. if x\*y >= 50 then
   1. display x\*y >= 50
4. else
   1. display x\*y not >= 50

TK:

1. create input, h1
2. if the user type in the input
   1. apple then change the bgcolor to red (of h1)
   2. android then change the bgcolor to green (of h1)
   3. windows then change the bgcolor to blue (of h1)

\*) bgcolor = background color

HW:

1. create input, div
   1. when user type something (onchange) in the input then
   2. js will create card (bootstrap) inside the div
   3. the cards title will be the user input
2. create select of animals, h1
   1. when user choose animal
   2. display the chosen animal in the h1
   3. if the user did not select an animal, then the h1 will be the first animal
3. create input - age, alert (bootstrap)
   1. if user’s age between 0 to 3
      1. show danger alert with msg “you baby”
   2. if user’s age between 4 to 9
      1. show danger alert with msg “you kido”
   3. if user’s age between 10 to 17
      1. show danger alert with msg “you teen”
   4. if user’s age between 18 to 70
      1. show danger alert with msg “you adult”
   5. if user’s age between 71
      1. show danger alert with msg “you pensiya my friend”

\*\*\*\* optional

create calculator +,-,\*,/, 0-9