Point Distribution
Iteration 2 - JavaScript

1. Form Validations and Other Events (60 points)

 - Inline Event Handler Approach (15 points): Demonstrate the ability to attach event handlers directly within HTML elements.
        Example:
                <button onclick="alert('Button was clicked!')">Click Me</button>

 - Listener Approach (15 points): Illustrate proficiency in using the `addEventListener` method to attach event handlers to elements.
        Example:
                document.querySelector("button").addEventListener("click", function() {
    alert('Button was clicked!');
});

 - Event Types (20 points): Implement various event types, such as `click`, `onsubmit`, or `keydown`, to show different user interactions. Showcasing how to extract information like which element triggered the event or which key was pressed.
 - Validating Forms (10 points): Implement client-side validation for form inputs. This could include checks for required fields, correct data formats, or songs name matching. Demonstrate the ability to handle form submissions using JavaScript.

2. Manipulate Style (30 points)

 - Modifying a DOM Element (15 points): Showcase the ability to select and modify DOM elements using JavaScript. This could include changing text content, attributes, or even removing/adding elements.
 - Properties (5 points): Demonstrate understanding of object properties, possibly creating custom objects, and accessing/modifying their properties.
        Example:

        1. Creating a Custom Object:
                let radioHost = {
                   name: "Alex",
                   showName: "Morning Melodies",
                   yearsExperience: 5
                };

        2. Accessing Object Properties:
                console.log(radioHost.name);

3. Modifying Object Properties:
     radioHost.yearsExperience = 6;

4. Adding New Properties:
     radioHost.timeSlot = "8am - 10am";

After these operations, the `radioHost` object would look like:

```
{
  name: "Alex",
  showName: "Morning Melodies",
  yearsExperience: 6,
  timeSlot: "8am - 10am"
}
```

  - Window Object (10 points): Explore the global `window` or 'document' object in JavaScript, showcasing methods or properties like `alert`, `setTimeout` or 'DOMContentLoaded'.

3. Demonstrates Use of Various JavaScript Fundamentals (10 points)

  - Variables (2 points): Using variables, showcasing understanding of data types and variable scope.
  - Comparison Operators (2 points): Implement logic using comparison operators like `==`, `!=`, `>`.
  - Logical Operators (2 points): Use logical operators such as `&&`, `||`, or `!`.
  - Conditionals (2 points): Implement `if`, `else if`, and `else` statements.
  - Loops (1 point): Use loops like `for`, `while`, or `forEach`.
  - Functions (1 point): Create and call functions, showcasing the ability to encapsulate code into reusable blocks.