1. **Bidding App**:
   a. Set 1000 initial coins from user
   b. Take bid amount and bid number ranging 1 to 6
   c. Generate a random number ranging 1 to 6 and represent them on the DOM in dice form. (Make dice using HTML and CSS, do not use image.)
   d. Compare generated number with bid number
   e. Add bid amount in coins if matches and deduct if does not match
   f. Show the message to the user on DOM accordingly either matches or does not match.


2. **Register and Login:**
   a. Make form fields to take user name, email, password, phone number, roll number and date of birth and button to register.
   b. Clicking on register, make object of above information and save in an array.
   c. Make another form field to take email and password and button to login.
   d. Clicking on login check if email and password matches or not.
   e. If it does not match, show the message accordingly.
   f. If matches show all user information in DOM except password, i.e. name, email, phone number, roll number and DOB.

3. **Title case paragraph:**
   a. Take a paragraph from the user.
   b. Make every word of the paragraph in the title case.
      For example:
      User Input: a quick browN fOX jumps OVER the lazy dOG.
      Converted Text: A Quick Brown Fox Jumps Over The Lazy Dog.

4. **Marksheet:**
   a. Ask the names of 5 subjects that the user studied in 9th class.
   b. Ask obtained marks of all 5 subjects out of 75  from the user.
   c. Show all 5 subject names on DOM with respective obtained marks.
   d. At the bottom tell the user the total percentage and the grade he obtained.

5. **Invoice:**
   a. Make form fields to ask the user how many products he has purchased.
   b. Make form fields to take the name quantity and unit price of each product.
   c. Make form field to take the discount percentage from the user.
   d. Show on DOM all the products list with their unit price and quantity
   e. At bottom show all the subtotal and apply discount percentage and show total invoice.