

#### **ASSIGNMENTS**

JavaScript Assignment #1

"Hello World" Alert Message

Create a basic "Hello World" script - the simplest, most basic script that you can create in JavaScript, or any programming language.

Create a basic, empty web page using only html code

Final result: "Hello World!" should display in the web page in big, bold worlds as if you had typed it in html.

#### JavaScript Assignment #2

#### Variables

Collect information from the user and store in a variable for later user.

Create a basic page in html.

Using a text box, prompt the user to enter his or her name.

Save the name in a variable.

Then, use the information stored in variables to display Hello username! in big, bold letters, i.e. surrounded by <h1> tags.

username should, of course, be what the user actually typed into the prompt box.

Using the same variable, also display Hello username! in an alert message on the same page.

Final result: When the page loads, the user is prompted for his or her name. That name is then immediately displayed as Hello username! in an alert message, and then should immediately display as Hello username! in the page.



JavaScript Assignment #3
onClick Event Handler

This assignment introduces the concept of the onClick event & event handler.

Create a basic page in html that consists of one image

Using the onClick event handler, when the user clicks on the image, change it to a unique image

(hint: example here)

JavaScript Assignment #4

Basic Rollover

This assignment is an introduction to JavaScript events and event handlers and the concepts necessary to build a basic rollover.

Create a basic page in html that displays an image.

When the user places a cursor over the image, use the onMouseOver event to replace the image with a different image.

When the user removes the cursor from the image, use the onMouseOut event to return it to its original state

JavaScript Assignment #5

Form Button and onClick

Create a very simple form that executes some JavaScript.

Create a basic page in html that consists of a form input button. Do not use a submit button, because this button will not submit anywhere that needs to be processed.



When the user clicks on the input button, the onClick event handler calls a function.

The function then executes the statement that changes the background color to blue.

JavaScript Assignment #6
Simple Slide Show

Build a simple slide show in JavaScript. This assignment builds on the concepts of all of the previous assignments and introduces the concepts of decision making with conditional statements.

Create a basic page in html that displays a single image.

In a set of <script> tags in the <head> section of your page, create a function to store your JavaScript program.

Add a button that allows the user to move backward through the slide show one slide at a time.

When the user reaches the end (or beginning when clicking on the back button) of the slide show, the slide show should not wrap around to the beginning (or end).

Back and forward form buttons should be image buttons.

When at the beginning of the slide show, only the forward image button should be visible. Conversely, when at the end, only the back image button should be visible (replace the image with a blank one of the same size).



### **BUILD A JAVASCRIPT TIP CALCULATOR**

Whenever I go out to eat and I'm having a hard time calculating the right tip, I'll fumble with my phone and search for a "tip calculator" on Google. I couldn't tell you the name or the url of the one I usually end up using, but it's a simple JavaScript app. So go ahead and take a swing at making your own tip calculator. This calculator should be built with JavaScript and a little bit of HTML and CSS.



