# Module 1 – Frontend Web Development

## JavaSript DOM Manipulation

## Overview

Create an interactive one-page magical webpage that uses DOM manipulation techniques.

## Instructions:

You are tasked with creating a "Magical Spell Generator" webpage where users can interact with elements to generate spells and see cool effects. Complete the six tasks below to bring the magic to life.

**Set Up the Spellbook**

- Create an empty HTML file with a title: "Magical Spell Generator".
- Add an **<h1>** with the text "Welcome to the Magical Spell Generator!"
- Create a **<div>** with the **id** of **spellArea** where generated spells will appear.

**Add the Spell Ingredients**

• Add a **<button>** with the text "Generate Spell" and an id of **generateButton**.

• Create an **<ul>** with the id of **ingredientsList** and add the following  **<li>** items:

- o "Dragon Scale"
- o "Phoenix Feather"
- o "Unicorn Horn"

**Make the Button Work**

- Write a JavaScript function that listens for a click on the "Generate Spell" button.
- When clicked, randomly select an ingredient from the **ingredientsList** and display it in the **spellArea**.

**Add Some Colorful Magic**

- Change the background color of the **spellArea** to a random color every time a new spell is generated.
- Use the **style** property to achieve this.

**Countdown to Magic**

- Before the spell appears in the **spellArea**, display a countdown from 3 to 1.
- Update the text in the **spellArea** each second, then display the spell.

**Add a Reset Button**

- Add another button labeled "Reset" with an id of **resetButton**.

- Clicking this button should clear the **spellArea** and reset it to its default state.

## Submission:

After completing your code, upload your files to the LMS. Display the webpage in your browser and demonstrate your working solution to your lecturer for review.