<!DOCTYPE html>

<html lang="en">

<head>

<title>Informal events</title>

<meta charset="utf-8">

<meta name="viewport" content="width=device-width, initial-scale=1">

<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.1.0/css/bootstrap.min.css">

<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js"></script>

<script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.14.0/umd/popper.min.js"></script>

<script src="https://maxcdn.bootstrapcdn.com/bootstrap/4.1.0/js/bootstrap.min.js"></script>

<link rel="stylesheet" href="styles.css">

<script type="text/javascript">

function reg(){

window.open("register.html","\_self");

}

</script>

</head>

<body>

<nav class="navbar navbar-expand-sm bg-dark navbar-dark"></nav>

<div class="jumbotron text-center" style="margin-bottom:0">

<h2>graVITas18!</h2>

<h1>Informal events</h1>

<p> <b>FEW</b>(<b> F</b>arming - <b>E</b>nergy and Environment - <b>W</b>ater Conservation)</p>

</div>

<nav class="navbar navbar-expand-sm bg-dark navbar-dark"></nav>

<div class="pad card-deck">

<div class="card">

<div class="card-body text-center">

<p class="card-text"><b>Laser tag<br>

CSI<br></b></p><hr>

<img class="card-img-bottom cardimginf" src="lasertag.jpg"><br><br>

<!-- Trigger/Open The Modal -->

<button id="myBtn">View More</button>

<button onclick="reg()">Register</button>

<!-- The Modal -->

<div id="myModal" class="modal">

<!-- Modal content -->

<div class="modal-content">

<span class="close">&times;</span>

<p>Laser tag by CSI is a tag game played with guns which fire infrared beams.These guns have to be enforced by law as 3 kilos of stainless steel to make the melee attacks more efficient. Infrared-sensitive targets are commonly worn by each player and are sometimes integrated within the arena in which the game is played. Participation fee Rs 100</p>

</div>

</div>

</div>

</div>

<div class="card">

<div class="card-body text-center">

<p class="card-text"><b>Pillow fight<br>Creativity Club<br></b></p><hr>

<img class="card-img-bottom cardimginf" src="pillow.jpg"><br><br>

<!-- Trigger/Open The Modal -->

<button id="myBtn1">View More</button>

<button onclick="reg()">Register</button>

<!-- The Modal -->

<div id="myModal1" class="modal">

<!-- Modal content -->

<div class="modal-content">

<span class="close">&times;</span>

<p>Pillow fight is a fun game held by Creativity Club where two particpants beat each other with a pillow while sitting on a pipe. the one who loses the balance first lses the game and the other contenstant wins.</p>

</div>

</div>

</div>

</div>

</div>

<script>

// Get the modal

var modal = document.getElementById('myModal');

var modal1 = document.getElementById('myModal1');

// Get the button that opens the modal

var btn = document.getElementById("myBtn");

var btn1 = document.getElementById("myBtn1");

// Get the <span> element that closes the modal

var span = document.getElementsByClassName("close")[0];

var span1 = document.getElementsByClassName("close")[1];

// When the user clicks the button, open the modal

btn.onclick = function() {

modal.style.display = "block";

}

// When the user clicks on <span> (x), close the modal

span.onclick = function() {

modal.style.display = "none";

}

// When the user clicks anywhere outside of the modal, close it

window.onclick = function(event) {

if (event.target == modal) {

modal.style.display = "none";

}

}

btn1.onclick = function() {

modal1.style.display = "block";

}

// When the user clicks on <span> (x), close the modal

span1.onclick = function() {

modal1.style.display = "none";

}

// When the user clicks anywhere outside of the modal, close it

window.onclick = function(event) {

if (event.target == modal1) {

modal1.style.display = "none";

}

}

</script>

</body>

</html>