# Exercises: Templating

Problems for exercises and homework for the [“JavaScript Applications” course @ SoftUni](https://softuni.bg/courses/javascript-applications).

**The following tasks have no automated test – submit your solutions for peer review on the course page.**

## List Towns

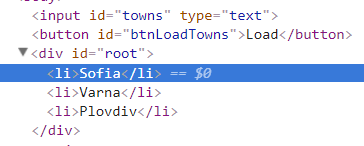
You are a given an **input field** with a **button**. In the input field you should enter **elements** **separated** by comma and whitespace ("**,** "). Your task is to create a simple **template** that defines a **list** of towns. Each **town** comes from the **input** field.

|  |
| --- |
| listtown.html |
| <!DOCTYPE **html**> <**html lang="en"**> <**head**>  <**meta charset="UTF-8"**>  <**title**>List Town</**title**>  <**script src="node\_modules/handlebars/dist/handlebars.min.js"**></**script**>  <**script src="https://code.jquery.com/jquery-3.1.1.min.js"**></**script**>  <**script src="towns.js"**></**script**> </**head**> <**body**> <**input id="towns" type="text"**/> <**button id="btnLoadTowns"**>Load</**button**> <**div id="root"**></**div**> </**body**> <**script**>  $(() => *attachEvents*()) </**script**> <**script type="text/x-handlebars-template" id="towns-template"**>  // TODO: Create the template here </**script**> </**html**> |

In your **attachEvents**() function you **should** attach a click event to the **button** with **id “btnLoadTowns”** and **render** the **towns** that come from the input field in the html **template** with **id “towns-template”**

### Screenshots

This is how the html look like:



## HTTP Status Cats

[Download project skeleton](https://softuni.bg/downloads/svn/js-core/May-2017/JS-Apps-Jun-2017/10.%20JS-Apps-Templating-Exercises/Handlebars-Exercises-Skeleton.zip).

We all love cats. They are also a fun way to learn all the HTTP status codes.

Your task is to **refactor** the given **html** and to create a **template** to represent **each** cat card block on it’s own. After you have **created** the templete **render** it into the div with **id “allCats”.**

A **cat** has an **id, statusCode, statusMessage** and **imageLocation**. The cats are **seeded** using the **function** from the js **file** named **catSeeder**.js

Each card block has a **button** that **unveils** status code information **connected** to each cat. You should **toggle** the button and change it’s text from “**Show status code**” to “**Hide status code**”.

### Screenshots

