

1.

Instruction:

- Adding task When the user enters text into the input field and clicks the button, add the text as a new item in the list `<ul id="todoList">`.

1. `init()` :: Add an event listener to the "addButton" button to call the "addTask" function when clicked.

2. `addTask()` ::

2.1 Create a `` tag and set its `textContent` to the value from the `<input type="text" id="todoInput" placeholder="Enter a new task">` field.

2.2 Add a `` tag to the `<ul id="todoList">`

2.3 After adding the item, clear the `<input type="text" id="todoInput" placeholder="Enter a new task">` field to prepare for the next task.

1. Enter Task

2. Click Button "Add" to add Task

- Task1
- Task2
- Task3

Initiate code:

Index.html

```
<!DOCTYPE html>
<html>
<head>
  <title>Interactive To-Do List</title>
</head>
<body>
  <input type="text" id="todoInput" placeholder="Enter a new task">
  <button id="addButton">Add</button>
  <ul id="todoList"></ul>

  <script src="todo.js"></script>
</body>
</html>
```

todo.js

```
function init() {
  //your code here
}
function addTask() {
  //your code here
}
init();
```

2.

Instruction:

- Following practice 1 but change html as follows.

Initiate code:

Index.html

```
<!DOCTYPE html>
<html>
<head>
  <title>Interactive To-Do List</title>
  <style>
    .todoInput {
      padding: 10px;
      font-size: 16px;
      border: 2px solid #ddd;
      border-radius: 4px;
      margin-right: 5px;
    }
    .addButton {
      padding: 10px 20px;
      font-size: 16px;
      background-color: #5cb85c;
      color: white;
      border: none;
      border-radius: 4px;
      cursor: pointer;
    }
  </style>
</head>
<body>
  <div>
    <input type="text" class="todoInput" placeholder="Enter a new task">
    <button class="addButton">Add</button>
  </div>
  <div>
    <ul id="todoList"></ul>
  </div>

  <script src="todo.js"></script>
</body>
</html>
```

todo.js

```
function init() {
  //your code here
}

function addTask() {
  //your code here
}

init();
```

3.

Instruction:

- Following practice 1 but change html as follows.

Initiate code:

Index.html

```
<!DOCTYPE html>
<html>
<head>
  <title>Interactive To-Do List</title>
</head>
<body>
  <div>
    <input type="text" placeholder="Enter a new task">
    <button>Add</button>
  </div>
  <div>
    <ul id="todoList"></ul>
  </div>

  <script src="todo.js"></script>
</body>
</html>
```

todo.js

```
function init() {
  //your code here
}

function addTask() {
  //your code here
}

init();
```

4.

Instruction:

- Create all elements in Practice 3

init():

First <div>

```
<input type="text" placeholder="Enter a new task">
<button>Add</button>
```

Second <div>

```
<ul id="todoList"></ul>
```

addTask(): Following function in practice 1

Initiate code:

Index.html

```
<!DOCTYPE html>
<html>
<head>
  <title>Interactive To-Do List</title>
</head>
<body>
  <div>
  </div>
  <div>
  </div>

  <script src="todo.js"></script>
</body>
</html>
```

todo.js

```
function init() {
//your code here
}

function addTask() {
//your code here
}

init();
```

5.

Instruction:

- Create Registration Form as follows.

init() :

1. Create all Elements under **<head>** and **<body>**

head

```
<title>Registration Form</title>
```

body

```
<h2>Register</h2>
<div>
  <label for="name">Full Name:</label>
  <input type="text" id="name" name="name" required>
</div>

<div>
  <label for="email">Email Address:</label>
  <input type="email" id="email" name="email" required>
</div>

<div>
  <button type="submit">Register</button>
</div>

//for show userRegister
<div>
</div>
```

2. add an event listener to the "**Register**" button to call the "**showUserRegister**" function when **clicked**.

showUserRegister():

1. Create a `<p>` tag and add a `<p>` tag to last a `<div>` tag.
2. Set a `<p>` tag `textContent`: name and email from an `<input>` tag.

Initiate code:

index.html

```
<!DOCTYPE html>
<html>
<head>
</head>
<body>

<script src="myfrom.js"></script>
</body>
</html>
```

myfrom.js

```
function init() {  
  //your code here  
}  
  
function showUserRegister(){  
  //your code here  
}  
  
init();
```

