**Fluency Review- JS Objects**

**Name:** Ryan Dockstader

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**Week:** 03

**Home page (Index) Link:** <http://cit261.ryandockstader.com/>

**Coding Topic:** Manipulating CSS Class Properties Using JavaScript

**Topic Link:** http://cit261.ryandockstader.com/02-JSObjects/index.html

**Description of Understanding:** This is something that really makes your web pages feel so much more responsive to end users. Having styles change via JS (generally by click, or something similar) Makes mages come alive.

**Teaching Video:** I didn’t teach this subject.

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| **File** | **Git Link** | **What should I be looking for?** | **Sandbox or Your code?** |
| Script.js | https://github.com/rdockstader/BYUI-CS/blob/master/CIT261/Web/02-JSObjects/script.js | Shows a class toggle on several different buttons to appear and disappear depending on where the user is at in the game. Also hides and unhides an overlay div. There is also a party button that will add 8 ‘party rows’ and add different style and class attributes, or remove all style and classes. | Mine |
| Index.html | https://github.com/rdockstader/BYUI-CS/blob/master/CIT261/Web/02-JSObjects/index.html |  | Mine |
| Style.css | <https://github.com/rdockstader/BYUI-CS/blob/master/CIT261/Web/style.css> | (I like to make things look like bootstrap, even when not using bootstrap. So this is mostly just to show that I’m not using something I shouldn’t be 😊 ) | Mine |