# JavaScript

**Materials and resources:**

<https://www.w3schools.com/js/default.asp>

<https://learn.freecodecamp.org/javascript-algorithms-and-data-structures/basic-javascript>

<https://developer.mozilla.org/en-US/docs/Learn/JavaScript/First_steps>

<https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Building_blocks>

<https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Objects>

<https://developer.mozilla.org/en-US/docs/Learn/JavaScript/Client-side_web_APIs>

<https://github.com/getify/You-Dont-Know-JS>

<http://exploringjs.com/es6/>

<http://jstherightway.org/>

<https://eloquentjavascript.net/>

<http://www.stilson.net/documentation/javascript.pdf>

<https://medium.freecodecamp.org/the-complete-javascript-handbook-f26b2c71719c>

<https://jsbooks.revolunet.com/>

<https://addyosmani.com/resources/essentialjsdesignpatterns/book/>

Books: Oreilly.JavaScript.The.Definitive.Guide.6th.Edition.Apr.2011

**Assignments:**

Task 1: Code wars online game

Achieve mastery through a challenge. Improve your skills by training with others on real code challenges. Go to https://www.codewars.com, sign up and join it-labs-interns Clan. You have two working days to complete this assignment. Let’s fun begin, the best one will get extra points.

Task 2: Horse race

You work as a JavaScript developer on a project for horse betting. You’ve got the task to implement a demo project. Here are the requirements for the demo project:

1.1. Create an HTML file with five images of horses, ‘Start race’ button and ‘Result’ list. Horses are positioned one under another on the left side on the screen.

1.2. On click on ‘Start race’ button, an alert message with a text ‘The race is going to start...’. On click on ‘Ok’ button on the alert dialog, start to move the images randomly from left to right.

1.3. When one of the horses reach the red line, the game is finished. Add the winner in the ‘Result’ list and return horses on their initial position.

Here is mock-up, please be more creative :)

