Homework 1-1

Step 1:

I first create a new file and name it index.html,



and I set up basic HTML structure including <head> and <body> tags.

Within the <head> tag, I create the desired information.

Within the <body> tag, I create a <div> element with an id, called todo-list.

Step 2:

I first create a new file named styles.css,



and I add the desired basic CSS styles for the todo-list container.

Step 3:

I add an <input> and a <button> elements in <div id = "todo-list"> for entering todo items and adding them to the list. Note that I give id to both elements for further usage in step 4.

Step 4:

I first create a new file named script.js,



and I use the addEventListener() method to listen for the button "click" event.

Within the button_clicks function, I create a const called inputText to retrieve input values from the user; and I use the createElement method to dynamically generate paragraphs to represent the to-do items.

I also made some changes in index.html to link it to the script.js.

Homework 1-2

Step 1:

I first create a new file and name it index.html,



and I set up basic HTML structure including <head> and <body> tags.

Within the <head> tag, I create the desired information.

Within the <body> tag, I use <h1> tag for Guess Number.

Step 2:

I add an <input> and a <button> elements in <body> with the desired format.

Step 3:

I first create a new file named styles.css,



and I add the desired basic CSS styles for h1 and guess-input.

Step 4:

I first create a new file named script.js,



use Math.floor and Math.random to generate a random number between 1 and 100 and assign it to a const called randNum,

and apply the addEventListener() method to listen for the button "click" event.

Within the feedback function, I create a variable called guess_input to retrieve input numbers from the user. I use several if-else statements to compare the input numbers with the answer (i.e. randNum) and provide feedback until the user guesses the right number.

I also made some changes in index.html to link it to the script.js.