Questions

For EACH question, please Zip your files and include a Readme with instructions on running your example and any comments about your approach.

Please do not spend too much time on these, a few hours is plenty. We're looking to understand your thinking, not to see a perfected product.

1. When reading a website, advertisements are sometimes loaded only when the ad space is in view of the user. Write an implementation in JavaScript to recognize when a user's browser has scrolled far enough down a page to an image container (a placeholder for the not-yet-loaded image), and only then make the request to load and display the image. If the user scrolls away from the image, and then scrolls back, the image should not be fetched a second time. If time allows, please implement an approach that could be used for several images on a page, not just one.

   Please submit a working example of your solution - an index.html, at least one separate JS file, and any images you choose to include. The images should be fetched via http, but can be stored locally; any stock image is fine. Your approach should not use any additional libraries, Vanilla JavaScript, HTML, and CSS only please.

2. Create a simple Tic-Tac-Toe game. Something minimally functional is fine, but please have it able to play through a game.

   Feel free to use a framework, however it is not necessary.