1. Submit the url for the shell game with alert boxes.

https://aeurban-su.github.io/ist263/lab12/practice.html

1. Submit the url for the shell game with messages displaying in browser.

https://aeurban-su.github.io/ist263/lab12/lab12preview.html

1. Answers to the following questions:
   1. Our shell game is very basic. What functionality do we need to add to make it more like a real game? List at least 3 improvements. I'm not looking for code here just your thoughts.

The display message is very boring and plain it could be a cool font centered on the shells.

Instead of refreshing the page it would be better if the game just automatically reset

The message is always appearing in the bottom left corner, it should move to the shell we click

* 1. In lecture and lab, we talked about the events: onclick, onblur and onload. Pick one of the other events in the list above and give me a scenario for how you could see it used on a web page.’

I would use the onkeydown option for similar events to onclick. For example, when you click the enter key the onkeydown option could make the page reload. Like for this walnut game this could be useful.

* 1. On this week's lecture slides, slide 7 lists example uses for JavaScript. What is another use for JavaScript? Some research will be needed.

Javascript can be used to add animations to a website

1. Submit answers to the following:
   1. What questions did you have about the lab? What didn't you fully understand?
      1. none
   2. What was the hardest part of the lab?
      1. The hardest part was changing the winning shell. I was able to copy the code correct, but I don’t know how I would understand it on my own yet.
   3. Rate your comfort level with this week's topics.  
      1 ==> I can do this on my own and explain how to do it.  
      **2 ==> I can do this on my own without any help.**  
      3 ==> I can do this with help or guidance from others.   
       If you choose this level, please indicate HOW this person helped you.  
      4 ==> I don't understand this at all yet and need extra help.