

Time	~ 3 - 4 hours
Learning Goals	<ul style="list-style-type: none">• Basic DOM manipulation with JavaScript• Learn how to plan by wireframing

What shall we eat today?



Start

Get a Place!

Great, let's go to Nasi Kukus Stall!

The git repo for this challenge: <https://github.com/NextAcademy/where-to-eat-js> (remember to fork and clone!)

Now that we are slightly more acquainted with JavaScript, let's do some DOM manipulation with JavaScript. This challenge will give you a better idea on how JavaScript

functions are used to handle events, which is also helpful for enhancing the user experience or UX.

In this challenge, we will be using JavaScript to help us solve the world's hardest problem: **Where To Eat?** To have an idea of what you will be building, check out the video above!

Now that you have an idea of what we will be building, let's start the challenge! The repo that you will be cloning consists of three files, namely:

1. `index.html`
2. `index.css`
3. `index.js`

Both the HTML and CSS files contain the markup and styling necessary for the challenge. Please do not modify them. Write all your code in `index.js`.

Objectives

Planning (approx. time: 30 minutes)

1. Decide on the layout. Since the HTML & CSS are already given to you, we do not need to worry about it for this challenge.
2. Decide on the restaurants/eateries that you want to include. Here, we will use an array to store the restaurants/eateries. (When you start learning how to build a Rails app, you can even go deeper and query from Google's API to get the location of the eatery etc.)
3. Decide what should happen when you click on the "Start" button and what should happen when the "Get a place!" button is clicked. According to the video, the following is what will happen:
 - When the "Start" button is clicked, a list of restaurant names will be displayed in a random order. Each restaurant name will have a different colour too.
 - When the "Get a place" button is click, a sentence with the chosen restaurant name will appear.

- When the “Start” button is clicked after the “Get a place” button is clicked, the sentence with the chosen restaurant will disappear and the list of restaurants will be displayed at a fixed interval.

Pseudo-code (approx. time: 30 minutes)

Before proceeding to code, we would like you to research on the following functions. Decide which ones would be appropriate for which of the scenario above. There are also some clues given in the gist that you cloned. Once you have done researching, write a pseudo-code and walkthrough it with your mentor.

- `setAttribute`
- `.style`
- `appendChild`
- `insertBefore`
- `createElement`
- `removeChild`
- `setInterval`
- `clearInterval`
- `innerHTML`
- `getElementById`
- `getElementsByClassName`

Code it! (approx. time: ~ 2 - 3 hours)

It's time to dive into the code now. Note that we have already added the necessary event listeners so don't worry about it. What you need to now is to write your code so that you achieve what the video showed. Good luck and have fun!

Optional:

Once you are done with the above, feel free to tweak the HTML/CSS/JavaScript to your liking. Perhaps you want to add the restaurant's image once a place is chosen. Get creative! Show off your sweat and hard work to your peers and mentor when you are done :)

Make it Live!

Share your awesome invention with the world! Transfer the working code to your portfolio! Remember to `git add .`, `git commit` and `git push origin master` to reflect the changes on `github.io`.

