

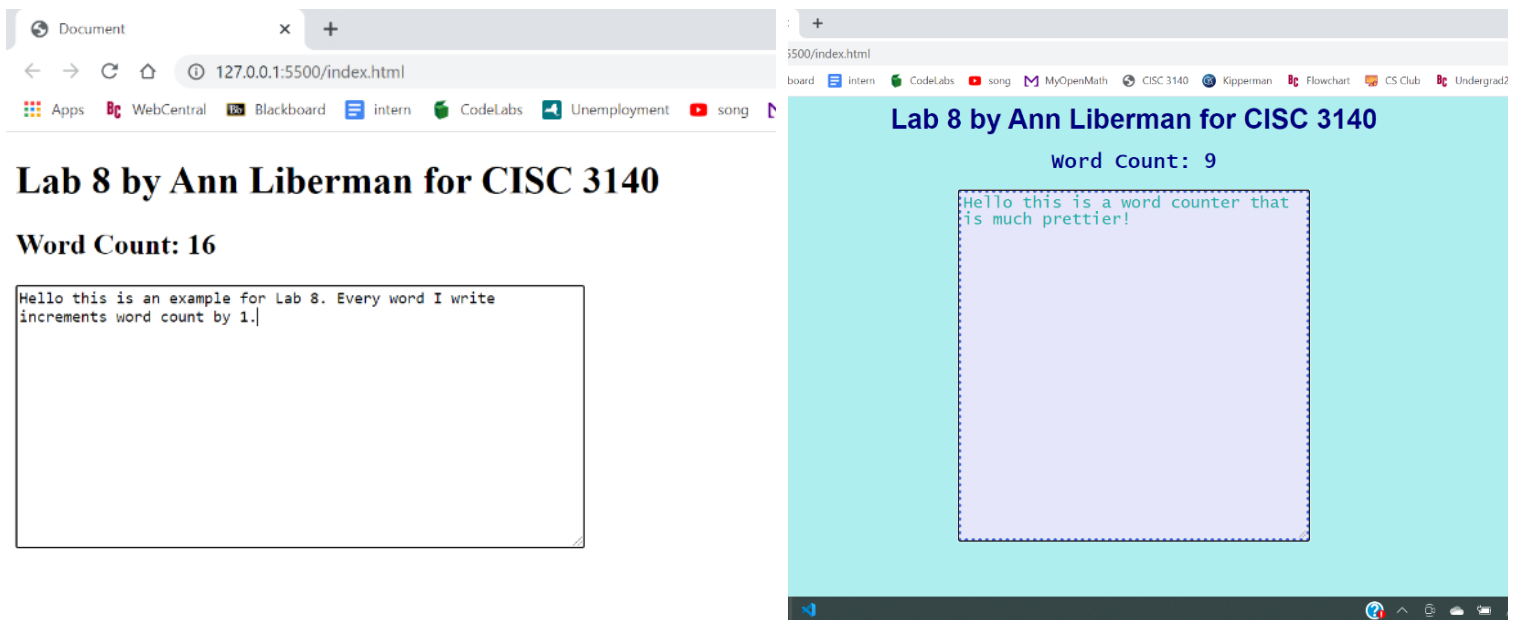
### Lab #10

For Lab 10, I decided to style my JS project from Lab 8.

The changes I implemented are as follows:

- I changed the background color to be pale turquoise
- I centered the text in both headers
- I centered the text area box
- I gave the text area box a dotted royal blue border
- I changed the font color to various shades of blue in the headers
- I changed the font color in the text box to be sea green
- I changed the first header font to Helvetica
- I changed the second header font to Lucida
- I resized the text box to be larger
- And I made the textbox a perfect square (400 X 400 pixels)

**This is what the original vs. the final product look like:**



```
body {  
  background-color: paleturquoise;  
}
```

```

h1 {
  text-align: center;
  margin: auto;
  color: navy;
  font-family: Arial, Helvetica, sans-serif;
}

h2 {
  text-align: center;
  font-family: "Lucida Console", "Courier New", monospace;
  color: darkblue;
}

textarea {
  background-color: lavender;
  width: 400px;
  height: 400px;
  display: block;
  margin-left: auto;
  margin-right: auto;
  border: 4px dotted royalblue;
  font-family: "Lucida Console", "Courier New", monospace;
  font-size: larger;
  color: lightseagreen;
}

```

*\*Please see [index.html](#) and [index.js](#) in the repo for files of the below code:*

```

index.html X JS index.js
index.html > html > body
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4    <meta charset="UTF-8">
5    <meta http-equiv="X-UA-Compatible" content="IE=edge">
6    <meta name="viewport" content="width=device-width, initial-scale=1.0">
7    <title>Document</title>
8  </head>
9  <h1>Lab 8 by Ann Liberman for CISC 3140 </h1>
10 <body>
11   <h2>Word Count: <span id="count">0</span></h2>
12   <textarea id="input" rows="10"></textarea>
13
14   <script src="index.js"> </script>
15
16 </body>
17 </html>

```

<> index.html

JS index.js

JS index.js > wordCounter

```
1 //the counter will update as the user enters text
2 //so we grab a ref to the id of both the textarea and the count
3 var count = document.getElementById('count');
4 var input = document.getElementById('input');
5
6 //keyup is fired when user's hands have left a previously pressed key
7 input.addEventListener('keyup', function(e){
8     wordCounter(e.target.value);
9 });
10
11 //wordCounter function takes in one argument text
12 //text is the user's input
13 function wordCounter(text) {
14     var text = input.value;
15     var wordCount = 0; //start at 0 words before we type anything
16
17     //increments wordcount every time new word is typed
18     //new word is recognized by the space separating words
19     for (var i = 0; i <= text.length; i++) {
20         if (text.charAt(i) == ' '){
21             wordCount++;
22         }
23     }
24     count.innerText = wordCount;
25 }
```