Exercise

● Make the following enhancements to your

"Fizz Buzz" game:

○ Allow the user to choose:

■ the start and end values

● the start value must be less than the end value

■ the delay between each turn

● from 250ms to 5s

○ Add your own unique style to the list of answers

■ animate the transitions

■ make non-numeric answers stand out

● Zip and send to me before 9am Monday

Exercise Guidelines

● Use semantic HTML5 elements where

appropriate

● Use HTML5 form elements for user input

○ use placeholder attribute where appropriate

○ use validation attributes where appropriate

● Use CSS only for the animation

○ no JavaScript!

● Choose your own way of highlighting "Fizz",

"Buzz" and "Fizz Buzz"

● Apply lessons learned from the previous

exercise!

References

● HTML5 Resources

○ http://www.html5rocks.com/en/

○ http://diveintohtml5.info/

○ http://www.w3schools.com/html/html5\_intro.asp

○ http://www.sitepoint.com/tag/html5-dev-center/

○ http://html5doctor.com/

● CSS3 Resources

○ http://www.w3schools.com/css3/default.asp

○ http://www.sitepoint.com/category/css/

● Additional JavaScript resources:

○ JavaScript namespacing: http://goo.gl/eA3yl