<!DOCTYPE html>

<html>

<head>

    <title>Watch That Box</title>

    <script type="text/javascript" src="javascript.js"></script>

</head>

<body>

    <p>Press the buttons to change the box!</p>

    <div id="box" class = "box" style="height:150px; width:150px; background-color:orange; margin:25px"></div>

    <button id="button1">Grow</button>

    <button id="button2">Blue</button>

    <button id="button3">Fade</button>

    <button id="button4">Reset</button>

    <script>

        const box = document.getElementById("box");

    let outInterval = null;

    document.getElementById("button1").addEventListener("click", function(){

let height = box.offsetHeight + 65;

let width = box.offsetWidth + 65;

box.style.height = height + "px";

box.style.width = width + "px";

});

document.getElementById("button2").addEventListener("click", function(){

 box.style.backgroundColor = 'blue';

});

document.getElementById("button3").addEventListener("click", function(){

 fadeOut(box, 2000);

});

document.getElementById("button4").addEventListener("click", function(){

// Reset 'Grow'

box.style.height = '150px';

box.style.width = '150px';

// Reset 'Blue'

box.style.backgroundColor = 'orange';

// Reset 'Fade'

clearInterval(outInterval);

box.style.opacity = 3;

});

function fadeOut (elem, speed) {

    if (!elem.style.opacity) {

        elem.style.opacity = 3;

    } //end if

    outInterval = setInterval(function() {

    elem.style.opacity -= 0.04;

    if (elem.style.opacity <= 0) {

        clearInterval(outInterval);

    } //end if

  }, speed / 60);

};

    </script>

</body>

</html>