Objectives
- Practice created HTML documents with embedded JavaScript.
- Practice modifying the DOM using the JavaScript Browser API.

Instructions

1. Create an HTML document with embedded JavaScript code in a `<script>` element.
   - Make sure to include the standard `<html>`, `<head>` and `<body>` elements.
   - Include an appropriate page `<title>` element.

2. Write one function named `loadImage()` that programmatically loads and appends an image element to the DOM of an HTML page.
   - Add the new element as a child of any other appropriate element on that page (e.g. `<body>`).
   - The function should take three arguments: the image element `src` attribute value (can be a path to the image file), as well as the image `width` and `height` attribute values.

3. Write a second function named `scaleImages()` that programmatically modifies the `width` and `height` attributes of all image elements on a page by a given fraction. (E.g. a value of 2 will double all image sizes and 0.5 will halve image sizes.)
   - The function should take one argument, a numeric fraction.
   - The function should modify the `width` and `height` attribute values for all `<img>` elements on the page.

4. Test your functions by invoking them from the console.

Finishing Up
- You MUST enter header comments into you JavaScript file including (1) File name, (2) Your name, (3) Description and or purpose of the assignment
- You MUST comment you code, explaining what you did in each section
- Submit the single JavaScript file using Canvas under the appropriate assignment name