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Prof Ferger
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Lab12

URLS:
1. https://caileighgg.github.io/ist263/lab12/lab12_preview2.html

2. https://caileighgg.github.io/ist263/lab12/lab12_preview.html

Our shell game is very basic. What functionality do we need to add to make it more like a real game? List at least 3 improvements. I'm not looking for code here just your thoughts.
1. To have the images change when its the winner, like when you press on it, the nut goes up and you can see that nothing is there or that something is
2. That the text "You won" or "Try again" is under the nut and not pushed to the left
3. To add green and red to the text and make it larger symbolizing correct or wrong

In lecture and lab, we talked about the events: onclick, onblur and onload. Pick one of the other events in the list above and give me a scenario for how you could see it used on a web page.
- Onsubmit would be an event that many web pages use, for example any ordering service like if you are trying to order takeout online and the customer presses the submit button in the form, this event will take action and submit it.

On this week's lecture slides, slide 7 lists example uses for JavaScript. What is another use for JavaScript? Some research will be needed.
- Another use of Javascript is to create/develop games. Web developers can create small games using javascript.
- Another use of Javascript is for AI, because it is a good language for working with it.
    - https://www.orientsoftware.com/blog/what-can-you-do-with-javascript/

What questions did you have about the lab? What didn't you fully understand? What was the hardest part of the lab?
- I do not have any questions about this lab.

Rate your comfort level with this week's topics.

- 2 ==> I can do this on my own without any help.