Exercises: Templating

1. List Towns

You are a given an **input field** with a **button**. In the input field you should enter **elements separated** by comma and whitespace (", "). Your task is to create a simple **template** that defines a **list** of towns. Each **town** comes from the **input** field.

listTown.html

```
<!DOCTYPE HTML>
<HTML lang="en">
<head>
    <meta charset="UTF-8">
    <title>List Town</title>
    <script src="node_modules/handlebars/dist/handlebars.min.js"></script>
    <script src="https://code.jquery.com/jquery-3.1.1.min.js"></script>
    <link href="./style.css", type="text/css" rel="stylesheet"></link>
    <script src="towns.js"></script>
</head>
<body>
<input id="towns" type="text"/>
<button id="btnLoadTowns">Load</button>
<div id="root"></div>
</body>
<script>
    $(() => attachEvents())
</script>
<script type="text/x-handlebars-template" id="towns-template">
    // TODO: Create the template here
</script>
</HTML>
```

In your **attachEvents**() function you **should** attach a click event to the **button** with **id "btnLoadTowns"** and **render** the **towns** that come from the input field in the **HTML template** with **id "towns-template".**

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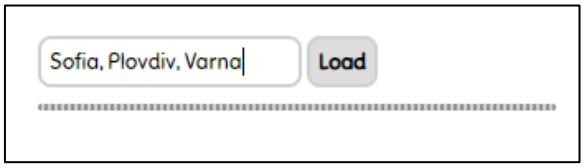
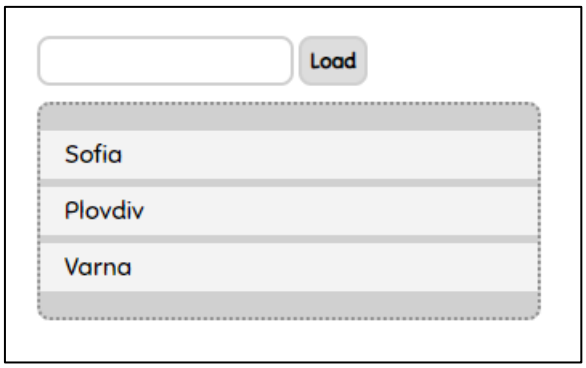
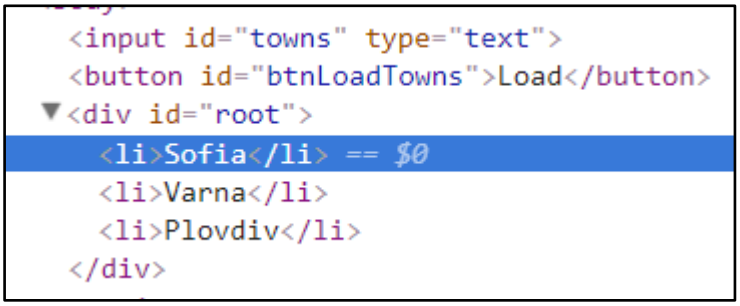
Screenshots





This is how the HTML looks like:



2. HTTP Status Cats

We all love cats. They are also a fun way to learn all the HTTP status codes.

Your task is to **refactor** the given **HTML** and to create a **template** to represent **each** cat card block on it's own. After you have **created** the templete **render** it into the div with **id "`allCats`".**

A **cat** has an **`id`, `statusCode`, `statusMessage`** and **`imageLocation`**. The cats are **seeded** using the **function** from the js **file** named **"`catSeeder.js`"**

Each card block has a **button** that **unveils** status code information **connected** to each cat. You should **toggle** the button and change it's text from "**Show `status code`**" to "**Hide `status code`**".

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Screenshots

3. Popular Monkeys

You are provided with a **skeleton.** Your task is to implement the function in the **`'monkeysTemplate.js'`** file to render the six most popular monkeys in the browser. You should also add an **event** to each **`'Info'`** button to show the **details** about the monkey. Each monkey also has a **name** and an **image**. Explore the **`'monkeys.js'`** file for more details. At the end the page should look like this:

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