

Exercises: Templating

1. List Towns

You are 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.

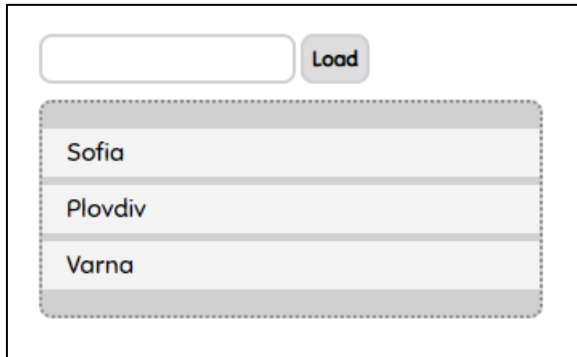
| listTown.html |
|--|
| <pre><!DOCTYPE HTML> <HTML lang="en"> <head> <meta charset="UTF-8"> <title>List Town</title> <script src="node_modules/handlebars/dist/handlebars.min.js"></script> <script src="https://code.jquery.com/jquery-3.1.1.min.js"></script> <link href="./style.css", type="text/css" rel="stylesheet"></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></pre> |

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".

Screenshots



A screenshot of a web form. It features a text input field containing the text "Sofia, Plovdiv, Varna" and a button labeled "Load". Below the input field, there is a dotted line indicating a list of items.



A screenshot of a web form. It features a text input field and a button labeled "Load". Below the input field, there is a list of towns: Sofia, Plovdiv, and Varna.

This is how the HTML looks like:

```
<input id="towns" type="text">
<button id="btnLoadTowns">Load</button>
<div id="root">
  <li>Sofia</li>
  <li>Varna</li>
  <li>Plovdiv</li>
</div>
```

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 template **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"**.

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:

Most popular monkeys

Chim Chim



INFO

Chim Chim and Speed Racer's kid brother Spritle provide the comic relief on this classic cartoon. Their relationship is a strong (if not a little bizarre) one; they're essentially joined at the hip, and they consistently rock matching outfits as they plot new, wacky ways to get their hands on some candy.

Moon Watcher



INFO

This clever ape represents the evolution of man as he picks up a bone and learns to use it as a weapon to club his prey in this iconic opening scene.

Jack



INFO