**JavaScript Assignment 4**

**Due, Friday April 24, 2017 for 100% credit**

**Saturday, April 25, 2017 for 90% credit**

**Sunday, April 26, 2017 for 80% credit**

**Monday, April 27, 2017 for 70% credit**

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**Introduction**

The goal of this assignment is to familiarize you with writing your own functions in JavaScript and using the JavaScript commands.

**Deliverables**

To complete this assignment you must execute the following tasks

1. To receive credit for the assignment upload to Webcourses as a compressed file (i.e. .zip, .rar, etc…) the following files:
   1. bingo.html
   2. bingo.css
   3. bingo.js
   4. bingo.jpg (or whatever image you used)
   5. jquery-2.1.0.js

**Files provided**

1. JavaScriptAssignment\_template.html
2. bingo.jpg
3. bingo\_template.js
4. jquery-2.1.0.js

**Tasks and Rubric**

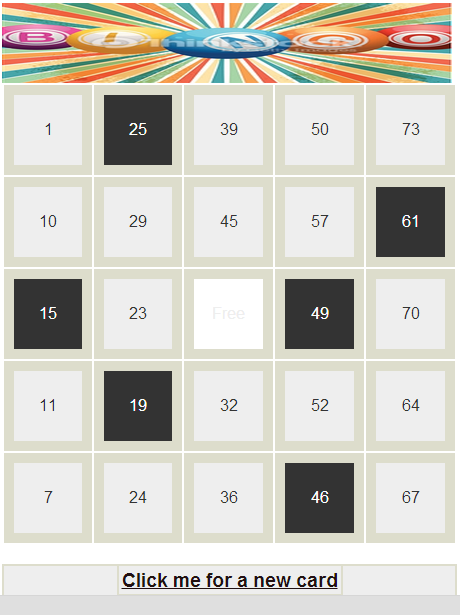
**\* Be sure to check the template for where the code is to be inserted even if you do not actually use the template for your assignment**

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| Activity |

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| **<head>** |
| Use the <script> tag element to reference the jQuery jquery-2.1.0.js |
| User the <script> tag element to reference the external JavaScript file bingo.js |
| Use the <link> tag element to reference the external cascading style sheet bingo.css |
| **bingo.html** |
| For each <td> add property id and set it equal to the value in format “cell#” so that it has **cell0** through **cell23** where  cell0, cell1, cell2, cell3, cell4 is under column B  cell5, cell6, cell7, cell8, cell9 is under column I  cell10, cell11, cell12, cell13 is under column N  cell14, cell15, cell16, cell17, cell18 is under column G  cell19, cell20, cell21, cell22, cell23 is under column O  **\* Don’t forget the HTML is created as rows!!!!** |
| **bingo.js** |
| Create a var called usedArray of type Array with declared size 76 for the used bingo numbers when generating the card |
| Create a global var called number and initialize it to 0 |
| Create a global var called base and initialize it to 0 |
| function **init():** Write a for loop that loops 24 times and calls function fillCard() passing the counter var as an argument |
| function **fillCard(i):** update global variable base and set it equal to the element in array baseArray using the passed in parameter i as the index multiplied by the value 15 |
| **function fillCard(i):** update global variable number and set it equal to the value of global variable base added to a randomly selected number in the range of 1 - 15 |
| function **resetUsedNumbersArray()**:Write a for loop that loops for the length of the array of used numbers and set the value of each array element to false |
| jQuery selector.action **$('#newCard').click:**   1. Call function resetUsedNumberArray to reset the used numbers 2. Call function init to generate a new bingo card |
| **bingo.css** |
| Set values for the properties that define the table data tag element  td{  font-family:  color:  padding:  width:  height:  text-align:  border:  background-color:  } |
| Set the value for the property border for a tag element that has the class set equal to bingohead  .bingohead{  border:  } |
| Set values for the properties that define tag elements heading 1, heading 3, and heading 3 with an anchor tag  h1, h3, h3 a{  font-family:  text-align:  padding:  color:  background-color:  border:  } |
| Set the value for property cursor for the table data tag element  td{  cursor:  } |
| Set the values for the properties of a tag element with id set to the word free  #free{  background-color:  color:  cursor:  } |

Example output:

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