DOM – Lab 1: Ready, Set, Action!

Assigned: 11/03/22

Due: 11/

Completed:

<https://lms.grandcircus.co/mod/assign/view.php?id=22753>

<https://docs.google.com/document/d/1yQS76F5AcaJ1AIfBWLqQbKKhdPLl_E3QCDnQgW80DKI/preview>

https://github.com/clintmsmith/GrandCircusLabs/tree/main/Make\_Money

**Skills:** DOM, Creating Elements, Forms, Event Delegation

Create a form with two inputs: a number input (or range input) for count and a select input for the type of coin: Penny, Nickel, Dime, or Quarter.

* When the form is submitted, add the specified number of “coins” to the page, each with text from the “Which coin?” input. For example, the diagram below shows what would be displayed after submitting the form.

Graphical user interface, application

Description automatically generated

* Whenever the form is submitted, it should continue adding additional coins, not removing the previous coins.
* Finally, whenever a coin is clicked, remove just that the clicked coin from the page.

**Extended Challenges:**

* Use different colors, sizes, or images for the different coin options.
* Also display a total value for the coins currently shown. Make sure it stays up-to-date when coins are added and removed.
* Replace the select with a group of radio buttons

**HTML**

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Make Money</title>

    <link rel="stylesheet" href="make\_money.css">

</head>

<body class="body">

<form>

    <label>How many?</label>

    <input type="number" name="howmany" id="money">

    <label for="coined">Which coin?</label>

    <select name="cointype" id="coiner">

        <option></option>

        <option value="penny">Penny</option>

        <option value="nickel">Nickel</option>

        <option value="dime">Dime</option>

        <option value="quarter">Quarter</option>

    </select>

    <button type="submit">Make Money!</button>

</form>

<section id="deletecoin"></section>

    <script src="./make\_money.js"></script>

</body>

</html>

**CSS**

\* {

    margin: 0;

    padding: 0;

    box-sizing: border-box;

}

form {

    display: flex;

    flex-direction: column;

    padding: 10px 0px;

    margin: 10px;

    width: 200px;

    line-height: 1.5em;

}

form label {

    font-size: 20px;

    padding: 5px 0px;

    display: flex;

    align-self: center;;

}

form input {

    font-size: 20px;

    border-radius: 10px;

    display: flex;

    text-align: center;

}

form select {

    font-size: 20px;

    border-radius: 10px;

    display: flex;

    text-align: center;

}

form button {

    font-size: 20px;

    margin: 20px 0px;

    padding: 5px;

    border-radius: 10px;

}

form button:hover {

    background-color: green;

    color: white;

}

.hidden {

    display: none;

}

.penny {

    height: 65px;

    width: 65px;

    background-image: url(./Images/Penny.jpeg)

}

.nickel {

    height: 75px;

    width: 75px;

    background-image: url(./Images/Nickel.jpeg)

}

.dime {

    height: 50px;

    width: 50px;

    background-image: url(./Images/Dime.jpeg)

}

.quarter {

    height: 85px;

    width: 85px;

    background-image: url(./Images/Quarter.jpeg)

}

.coinmaker {

    display: flex;

    background-repeat: repeat-x;

    background-size: cover;

    border-radius: 50%;

}

**JavaScript**

document.querySelector("form").addEventListener("submit", function (event){

    event.preventDefault();

    let data = new FormData(document.querySelector("form"))

    let n = data.get("howmany")

    let coins = data.get("cointype")

    for (let i = 0; i < n; i++) {

        document.querySelector("section").innerHTML += `<div class="coinmaker ${coins}"></div>`

    }

})

document.querySelector("#deletecoin").addEventListener('click', function coins(event){

    event.target.remove();

});