Dawryn Rosario

Professor Laurie Ferger

IST 263 Intro to Front-End Web Development

19th November 2022

Lab 12 Submission

## What will You hand IN?

Create a word document, pdf or use the "write submission" option in blackboard to provide the following:

1. Submit the url for the shell game with alert boxes.
   1. <https://dawrynrosario.github.io/ist263/lab12/lab12.html>
2. Submit the url for the shell game with messages displaying in browser.
   1. <https://dawrynrosario.github.io/ist263/lab12/lab12_preview.html>
3. Answers to the following questions:
   1. 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. **We need to add user engagement in our website to make it feel more like a real game. First improvement would be to give our background a sense of gaming, using CSS. Second improvement would be to fix the alert box to make it more appealing, using JavaScript. Third improvement would be to create a “try again to guess the correct walnut” button that restarts the page whenever it is clicked, instead of the user having to manually refresh the page.**
   2. 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.
      1. I can see the onload feature used on a web page, where whenever a user clicks a certain part or aspect of the page, a message or other interactive feature pops up.
   3. On this week's lecture slides, slide 7 lists example uses for JavaScript. What is another use for JavaScript? Some research will be needed.
      1. **Another use for JavaScript would be to create complex interactive websites and browser games.**
4. Submit answers to the following:
   1. What questions did you have about the lab? What didn't you fully understand?
      1. The only part of this lab I didn’t understand was the part where we were using the document.getElementById attribute, but eventually I realized that it was a small syntax error on my behalf.
   2. What was the hardest part of the lab?
      1. **The hardest part of this lab was making sure all of the syntax was correct because I noticed that JavaScript pays a lot of detail to those errors.**
   3. Rate your comfort level with this week's topics.  
      1 ==> I can do this on my own and explain how to do it.  
      **2 ==> I can do this on my own without any help.**  
      3 ==> I can do this with help or guidance from others.   
       If you choose this level, please indicate HOW this person helped you.  
      4 ==> I don't understand this at all yet and need extra help.