**World Cup**

Graphical user interface, application

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1. Use WorldCup.html and add a title John Smith’s Fantasy Soccer Team (with John Smith replaced by your name).
2. Add an HTML comment with your name.
3. Your HTML elements with ids cannot have default/meaningless ids such as Button1.
4. Make the page’s background color and (font) color anything other than the default values.
5. Make the box class’s background color and (font) color anything other than the default values.
6. Put a header with John Smith’s Fantasy Soccer Team (with John Smith replaced by your name) at the top of the page.
7. Add the following elements: a select (with no options in design), an image, a button and a textarea (cols=60, rows=5).
8. Also add <span>’s <div>’s and id’s as you see fit.
9. Create a JavaScript area. Include a JavaScript comment with your name.
10. Create a set of parallel arrays for
    1. Player name
    2. Position
    3. Birthdate
    4. Country
    5. Height
    6. Team
    7. An image file
11. As the page loads in the browser, have JavaScript parse the data found in WorldCup\_oneline.txt which you can paste into the HTML/JavaScript file. The delimiters are # (between different players) and | (between different properties of a single player).
12. You should use the data to initialize your arrays.
13. Your page should have an empty drop-down select element. Use one of your arrays to populate the drop-down select with options that show the player names.
14. When the user selects a player, display the associated information (position, birthdate, country, height and team).
15. Also when the user selects the player, display picture of the bead in an image element. The height of the image element should be fixed to 360px.
16. Include an add-to-cart button and a cart textarea (use its value not its innerHTML).
17. When the user clicks the add button, add to the Cart display: the position and the player.
18. Have five global counters:
    1. Total number of players
    2. Number of forwards
    3. Number of midfielders
    4. Number of defenders
    5. Number of goalkeepers
19. As a player is added to the cart, increment the appropriate counter and display those counts under the team cart.
20. After adding the option to the select, use dispatchEvent to make the page act as though the user has chosen the first (zeroth) player.
21. Zip up the files including the images (with any folder structure you used) and email them to me.