Introduction

Detailed description of the Ember.js exercise.
Resources: `https://guides.emberjs.com/v2.3.0/`

Step 1

Javascript: Set up a route in app/route.js or use the ember generator(ember generate route).
HTML: Try to access/modify the application template.

Step 2

Javascript: Create an array that is going to hold names of participants to an event.
HTML: Display each member of the array (hint: look into `https://guides.emberjs.com/v2.3.0/templates/displaying-a-list-of-items/`).

Step 3

Javascript: Add methods for adding/removing members from the array.
HTML: Add a remove button for each member. Add a text-box + button for adding a new member to the list (hint: look into `https://guides.emberjs.com/v2.3.0/templates/input-helpers/`).

Step 4

Javascript: Add method that takes a number (seconds) and counts down until 0.
HTML: Create a timer with start/stop. It will start counting down until it reaches 0.

Step 5

Javascript: Add a bool variable that will show if a radio box is ticked or not.
HTML: Create a radio box that will render the timer visible or not (hint: look into `https://guides.emberjs.com/v2.3.0/templates/conditionals/`).
    Once you are done with this, feel free to play around with other features that seem interesting from the documentation.

Advanced

Try creating another controller and linking it to a data input in the html. Send that data to the first controller (you can give PubSub a try, but there are plenty of alternatives).