# Document Object Model and Decision Making

# Hands-On 1

Now that you have learned about the DOM and switch statements, its now time to put that knowledge to work. In this Hands-On exercise, you will create a project which will solidify how these pieces operate when used together. Hands-On projects are completed outside of the browser, using your IDE (i.e., VSCode).

## Requirements

Leverage your knowledge of the JavaScript programming language to create a program that checks highSchoolGrade to see if you are in 9, 10, 11 or 12:

* if 9 assign "Freshman" to the yourGrade variable
* if 10 assign "Sophomore" to the yourGrade variable
* if 11 assign "Junior" to the yourGrade variable
* if 12 assign "Senior" to the yourGrade variable

Your default case should assign "Invalid" to yourGrade.

**script.js** file:

let highSchoolGrade = 11;

let yourGrade;

switch(){

}

## Grading

* **Meets all Requirements:** 50% of your grade will be based on meeting the requirements.
* **Timely Submission:** 25% of your grade will be based on having a complete solution on time.
* **Style:** 25% of your grade will be based on having legible, and well-designed code.

Be sure to save your solution, and be prepared to share it with your Instructor or Mentor during your next class, or check-in.

# Hands-On 2 (optional)

Now that you have learned about the DOM and switch statements, its now time to put that knowledge to work. In this Hands-On exercise, you will create a project which will solidify how these pieces operate when used together. Hands-On projects are completed outside of the browser, using your IDE (i.e., VSCode).

## Requirements

Leverage your knowledge of the JavaScript programming language to create a webpage that prints the words "Hello World" to the screen when you hover your mouse over the page.

Use the HTML below to get started.

You will need to link your JavaScript page.

**index.html** file:

<!DOCTYPE html>

<html lang="en">

<head>

<title>Hover Over</title>

</head>

<body>

<h1 id="mouse"></h1>

<script src="script.js" type="text/javascript"></script>

</body>

</html>

## Grading

* **Meets all Requirements:** 50% of your grade will be based on meeting the requirements.
* **Timely Submission:** 25% of your grade will be based on having a complete solution on time.
* **Style:** 25% of your grade will be based on having legible, and well-designed code.

Be sure to save your solution, and be prepared to share it with your Instructor or Mentor during your next class, or check-in.

# Hands On 3 (optional)

Now that you have learned about the DOM and switch statements, its now time to put that knowledge to work. In this Hands-On exercise, you will create a project which will solidify how these pieces operate when used together. Hands-On projects are completed outside of the browser, using your IDE (i.e., VSCode).

## Requirements

Leverage your knowledge of the JavaScript programming language to create a web page that will take a user's input and print it to the screen in the following format:

Your birthday is: November 6, 1987

Your user needs to be able to enter their information in three separate input fields:

* Month
* Day
* Year

You should make use of the document.getElementById().value and the document.getElementById().innerHTML.

## Grading

* **Meets all Requirements:** 50% of your grade will be based on meeting the requirements.
* **Timely Submission:** 25% of your grade will be based on having a complete solution on time.
* **Style:** 25% of your grade will be based on having legible, and well-designed code.

Be sure to save your solution, and be prepared to share it with your Instructor or Mentor during your next class, or check-in.