**Introduction to JQuery**

From webpage:

<script   src="https://code.jquery.com/jquery-3.3.1.js"   integrity="sha256-2Kok7MbOyxpgUVvAk/HJ2jigOSYS2auK4Pfzbm7uH60="   crossorigin="anonymous"></script>

From Exter:

<!-- Download jQuery from jQuery.com to your project folder and add the below script tag -->

<head>

<script src="jquery-3.2.1.min.js"></script>

</head>

<!-- Include jQuery from a CDN -->

<head>

<script src="https://code.jquery.com/jquery-3.2.1.min.js" integrity="sha256-hwg4gsxgFZhOsEEamdOYGBf13FyQuiTwlAQgxVSNgt4=" crossorigin="anonymous"></script>

</head>

**Introduction to jQuery**

**Hands-On 1**

Now that you have learned about jQuery, 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 jQuery to write two functions. One that uses dblclick() to change the CSS color to blue on the h1 tag. The other will change the font size on hover,.

**index.html** file:

<!DOCTYPE html>

<html>

<head>

<title>jQuery Project</title>

</head>

<body>

<h1 class="testPage">This is my jQuery Test Page</h1>

<script src="script.js"></script>

</body>

</html>

**Tip!**

Don't forget to link your jQuery.

**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.

# Introduction to jQuery

# Hands-On 2 (optional)

Now that you have learned about jQuery, 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 jQuery to create a web page that has two blue squares and when you hover over one it will change from blue to green, when you move the mouse away it will change back to blue.

**Starter Code:**

**index.html** file:

<!DOCTYPE html>

<html>

<head>

<title>jQuery Project</title>

<script src="https://code.jquery.com/jquery-3.2.1.min.js" integrity="sha256-hwg4gsxgFZhOsEEamdOYGBf13FyQuiTwlAQgxVSNgt4="

crossorigin="anonymous"></script>

<link rel="stylesheet" href="style.css">

</head>

<body>

<div id="firstDiv"></div>

<br>

<div id="secondDiv">

</div>

<script src="script.js"></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.

# Introduction to jQuery

# Hands-On 3 (optional)

Now that you have learned about jQuery, 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 jQuery to create a web page that has at least six different elements that are changed with jQuery when you either click, hover, keyup, or dblclick. You should change the following:

* Font Color
* Font Size
* Background Color
* Font Type

You will need to hide at least three elements as well.

## 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.