CHALLENGEs are OPTIONAL

00. Create directory panda/your\_name/hw/hw-2024-05-12

00. Create directory panda/your\_name/projects/03-questionnaire etc.

0. Projects

00-portfolio - get some ideas, what do you want

00-tic-tac-toe - 30.04.2024

01-is-it-a-prime-number - 30.04.2024

02-css-explanator - 30.04.2024

03-questionnaire - 8.05.2024

04-binary-guessing - 16.05.2024

Optional Projects:

- Canvas "Breakout Game"

- "Endless Dangers" - see the description below

1. Create element.

Use array:

const hexa = ['0','1','2','3','4','5','6','7','8','9'

,'A','B','C','D','E','F']

Create 2 lines of numbers: decimal from 0 to 33,

and below their hexadecimal options.

2. NodeJS 'fs' module.

Google for the unknown functions (for example "nodejs fs mkdirSync")

Create some input file.

a) Read from the file input.txt into a variable

b) Write the text from the variable into new-text.txt

c) Write the same text again into new-text.txt

d) Check that the text appears only once in new-text.txt

e) Write the text from the variable into text-again.txt

f) Use fs.appendFileSync() to really append the text to text-again.txt

g) Check that the text appears twice now in text-again.txt

h) Now use function readdirSync() - what do you get?

i) Check if dir named "new-dir" already exists.

j) If not create it using mkdirSync()

k) Write new file into this dir

3. CHALLENGE. Take the "interactive picture" files.

Make the padding, filter: blur() and background-color properties of

the image change when the inputs change.

Treat them all by the same callback function.

Use style.setProperty() method to set CSS variable values.

Hints: a) document.documentElement.style.setProperty(`--${e.target.name}`, ...)

b) get "px" (unit name) from e.target.dataset.units

4. Random colors + timer. In timers.js create new div and

a button that starts a timer and changes background colors randomly

for some time.

CHALLENGE: Make it to change pace one time or several time.

5. Loop inside loop with prompts. Write a function "memorizeOrder" that gets

as an argument some array that should be

learnt by heart in accordance with the order of its members.

For example. The user have to learn by heart the order of the planets.

The function gets the array

planets = ['Mercury','Venus','Earth','Mars','Jupiter','Saturn','Uranus','Neptune']

Example:

the program asks "Which planet is number 1?"

It continues to ask the same question until the player says "Mercury".

Now the program asks "Which planet is number 2?"

And continues to ask this question until the user says "Venus".

You may envelope the whole program in the outer loop that will

repeat the whole process n times.