CHALLENGEs are OPTIONAL

00. Create directory panda/your\_name/hw/hw-2024-06-02

00. Create directory panda/your\_name/projects/07-hangman

00. Create directory panda/your\_name/projects/08-NodeJS-SQL-Your-Theme

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 - small groups

05-string-games - "fix the clock","random quote",

"palindrome" and "gematria" parts - 30.05.2024

06-nim - 23.05.2024 - small groups

07-hangman - 5.06.2024 - small groups

with both "mouse click" and "keyboard" events,

with minimum of the listeners - using

event propagation

08-NodeJS-SQL-Your-Theme - choose your theme and

create database with data

Optional Projects:

- Canvas "Breakout Game"

- "Endless Dangers" - see the description below

- "Dreidel"

- "Memory Game" - see the beginning files and

the example of how to flip card inside

the "projects/optional/memory-game" dir

- "Math Practice" - Optional project of math-practice

with drops containing math exercises and

going down.

When the player types right answer,

the drop should stop or disappear or

make some other response.

1. In parallel with our project "about food"

start your own project

08-NodeJS-SQL-Your-Theme -

choose your theme and

create database for the data.

Use Cookbook002

2. input-integer-validation.html.

Do not change <input> type, leave it "text".

Allow only integers that consist of

7, 8 or 9, like 78889779

The HINT is at the end of the file.

3. Regular Expressions.

let str3 = 'Ali-Baba in Addis-ABeba said AbracadaBra'

a) Replace all the 'ab' in any case by '###'

b) Replace all the 'i','a',spaces and 'd' in any case by '77'

4. Bubbling Up (event propagation).

One listener for several buttons.

SLIGHTLY CHALLENGING BUT VERY CUTE.

Take the drum kit files.

Make the audio file to make sounds

on mouse click on the buttons in the page

(one listener for them all!!!).

5. Async Functions with Callback.

Prepare 2 files with the texts:

beginning of the story

end of story

a) Read the "beginning of the story"

b) Write into the new "story.txt" file

c) Write that you're thinking how to end the story

d) Start setTimeout for 1 sec

e) When finished - Read the "end of story"

f) Add it to the story.txt file too

6. SQL.

a) Create database "weather"

b) Create table 'summer' with columns 'id' and 'message'

c) Insert into the table values (1,'sun')

values (2,'sea')

values (3, 'swimming suite')

values (4, 'sunscreen')

d) Select all the columns and all the rows

e) Select the row with id=4

f) Select the row with 'sea'

HINT for 2.

a) Use "input" event

b) Check only the last symbol, like

if (str[str.length-1] !== '7.' ...

c) If the last character is wrong, don't allow

only the last character, like

input.value = str.substring(0,str.length-1);