Wiring Up

HTML, CSS and JS like to play together

Stuff covered

- querySelector, querySelectorAll
- Passing this
- Showing and hiding stuff
- Adding and removing classes
- Handling events: clicks, mouseover, mouseout, keyup
- Passing and using the event

Guidance

- Start with the try-stuff starter project
- Copy the project into your dropbox dedicated folder under week3
- Open the project and review the HTML and CSS given
- Follow the steps described below
- Important – every project you receive during the bootcamp will have a name, those projects should be submitted at the following structure:
  Your Folder \ weekX \ proj-name

Try stuff

1. 3 seconds after the page loaded:
   a. Change the text to "I Love JS"
2. Marking - when Mark button is clicked, call the function mark()
   a. Use a global variable isMark to keep the current state
   b. Use querySelectorAll to find all spans inside boxes and add / remove a mark class to them
   c. Change the text of the button to Un Mark / Mark
      Tip: pass this is an argument from the HTML so you have immediate access to the button
   d. When a mark word is clicked, Show it in the <span> inside the <h2>

3. The modal
   a. This modal should be auto closing after 5 seconds
   b. When **Bless** is clicked:
      i. update the content of the modal to "You were blessed at *curr-time*" and show it
      ii. use the getRandomColor function and change the style of the <h2>
   c. When mouse is over the image change it to ca.png and when mouse is out – show the first image.
   d. When the image is clicked, show the modal and after 3 seconds hide it
   e. Also hide the modal when close button is clicked

f.   Hide the modal when ESC is pressed

I Love JS

its so... easy

Do the difficult things while they are easy and do the great things while they are small. A journey of a thousand miles must begin with a single step.

Un Mark   Bless