

Chapter 46, 48 (Events)

1. Create a simple event that prints a message when the user clicks on an element.
2. Create an event that hides an element when the user clicks on a different element
3. Create a link that changes color when the user hovers over it and then back to its original color when the user moves the mouse away.
4. Create an event that scrolls to the top of the page when the user clicks on a link.
5. Create a link that plays a sound when the user clicks on it.
6. Create a simple link that opens a new window when clicked.
7. Create a simple button that alert a message when clicked.
8. Create a button that changes color when the user hovers over it.
9. Create a button that plays a sound when the user clicks on it.
10. Create an event that alert a message when the user moves the mouse over an element.
11. Create an event that hides an element when the user moves the mouse out of it.
12. Create a link that opens a new window when the user clicks on it and then closes the window when the user clicks on a close button in the new window. The size of the new window should be determined by the user's mouse position.

Chapter 49, 50 (Reading and Setting field values)

1. Read the value of a user Input and print it to the console.

2. Read the value of a checkbox and print it to the console
3. Read the value of a select box and print it to the console.
4. Place some text in a field. Make up an id for the field.
5. Ask the user about Martial Status. If the variable married is false, place the value "available" in the field with the id "status"
6. If a input is empty, fill it with a string.
7. Create a Registration Form with Validation.