EXERCISE 1

Write a JavaScript function to get the value of the href, hreflang, rel, target, and type attributes of the specified link when clicking on the button (show results in the console)

EXERCISE 2
Create two buttons in html. One that has a name "*Change style*" and another one with the name "*Add class*". Also create a square (with black background) which has a class "box". When the user clicks on the button "Change style" the square turns red. When the user clicks on the "Add class" button the square gets a class named *border*. The *border* class gives the square a green border.

EXERCISE 3
Find which key on the keyboard in pressed and show it on the screen. Fon instance, if key "a" is clicked on the screen it should stand: **You pressed a**

EXERCISE 4
Create "More/Less" game with numbers.

a) For each game a random number is automatically generated. The user should try to guess and enter a number between 1 and 100. He can try as long as he wants to. When he guesses correct, he wins the game.

b) Add the More/Less functionality. For instance, if the generated number is 23, and the user inputs 27, he should see the message "LESS". If he then enters 20 he should see the message "MORE". If the users enters the correct number he should see a winning message!

c) Add a play again button

d) The user should be able also to click enter after entering the number to check if it's the correct one.

EXERCISE 5
You now need to create a small game.

You will receive all needed html and css for this exercise.

a) Create a js function that will randomly switch the position of the circle on your screen when the user clicks on start.

b) Limit the number of position switches to 20

c) If the user hovers over the circle before the counter hits 20, the user wins and the circle becomes green. If he doesn't make it, the circle turns red and so does the button.

EXERCISE 6
Create a car registration app.

Collect the following data:

Name of the car owner (string)
Surname of the car owner (string)
Date of birth of the car owner (date)
Car brand (string)
Car model (string)
Horsepower (string)
Date of first registration of the car (date)

Error case when the registration can't be completed:

If the owner is under 18 years of age.
If the owner is under 21 years of age and the car horsepower is above 100hp

Prices:

If the car is below 10 years of age - 1250HRK
If the car is above 10 years of age — 1450HRK

If everything is ok, print the bill in the console in this format:
Owner: Honey Bunny
Born: 1st of February 1912.
Car: Fiat Punto
Registration is valid till 12.12.2022.*

If not, raise an error message (it's up to you what will stand in the text) in the alert window.

*exactly one year from today