

Lab 6

1- Complete the Student form demo to achieve the following requirements.

The screenshot shows a user interface for managing student data. At the top, there is a radio button group labeled "Department" with options "SD", "OS", and "EL", where "EL" is selected. Below this are input fields for "StudentName" (containing "mona") and "StudentGrade" (containing "50"). There is also an "Add" button. Below these controls is a table with three rows. The first row has a pink background and contains the name "Eman" and grade "0". The second row has a yellow background and contains the name "Ahmed" and grade "90". The third row has a blue background and contains the name "Mona" and grade "50". Each row has a small red trash can icon in the last column. To the left of the table are dropdown menus for "Sort" (set to "Name") and "Filter" (set to "All").

Eman	0	trash
Ahmed	90	trash
Mona	50	trash

All validations should be with error messages not alerts

- 1- StudentName should not be empty, should not be repeated in table and always added to the table with first letter capitalized.**
- 2- StudentGrade should be between 0:100**

Add filter dropDown List to filter table by Failed students (Grade<60) and success students (Grade>60)

Add Sort dropDown List to sort table by Name or by Grade

Note : Every logical Error seen by your instructor will cost you -5 grades (so test your code carefully)

2- Page containing only Three Div elements with box appearance, when user click at any div a copy from this div will be added to the end (the fired div wont be clickable any more, and the new div will beclickable). And so on.....



3- Falling EGG Game(Using OOP JS Classes)

Quick Instructions:

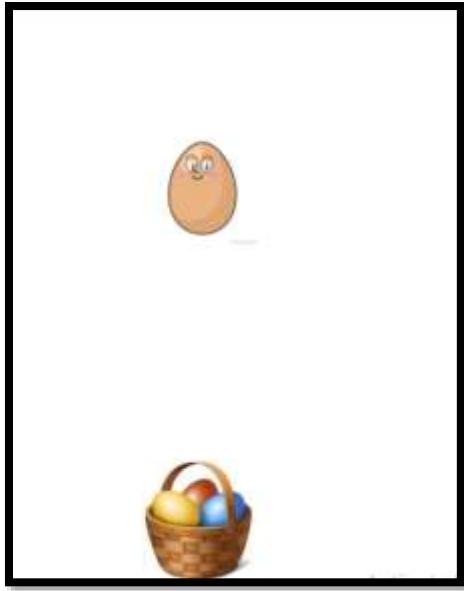
- a- One egg will appear randomly, then start falling directly if the
- b- a small basket catches the falling egg , the egg will be disappeared directly after touching the basket
- otherwise it will be broken ☹

THEN:

- c- falling egg will start falling after clicking a start game button
- d- add more falling eggs to your game (manage your object correctly)

BONUS:

- e- add a score for each egg falls inside your basket



4- Shooting Birds

Convert This assignment to OOP

add click events on bird , if the user shots the bird it will be killed and falling down to the end of the page.

