**Chapter 41, 42 (while loops, do…while loops)**

**(All Questions must be done with both loops)**

1. Write a Code that runs twice and does nothing. The counter i has already been declared and assigned 0.
2. Code that looks for "pig" in the array. When it finds it, an alert displays saying, "Found it!" Use the length of the array as the loop limiter. Break out of the loop when it's found.

var animals=["horse", "ox", "cow", "pig", "duck"];

1. Code to use a while & do while loop to print the numbers from 1 to 10.
2. To use a while loop to ask the user for a number and then print that number back to them.
3. To use a while loop to check if a number is even or odd.
4. Create a guessing game where the user has to guess a number between 1 and 100.
5. Use a while & do-while loop to create a countdown timer?

**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 Registeration Form with Validation.

**Chapter 51 (Reading and Setting paragraph text)**

1. How can I create a paragraph that expands when the user clicks on a Show More?
2. Read the text of a paragraph and use it to search for a specific word or phrase.
3. Read the text of a paragraph and use it to find the longest word.
4. Set the text of a paragraph to the value of a text field, but only if the value is not empty.
5. Set the text of a paragraph to the value of a text field, but only if the value is equal to a specific word or phrase.
6. Set the text of a paragraph to the value of a text field, but only if the value is less than a certain length.

**Chapter 52 (Manipulating Images and Text)**

1. When the user clicks on the sentence, it turns bold.
2. How can I make an image disappear when the user hovers over it and show text instead? When the user hovers off the image, the original image should reappear.
3. When the user mouses over the heading, its background turns black, but it retains its original light gray color
4. When user hover to a paragraph, Add a underline style to text.

**Chapter 52 (Swapping Images)**

1. Swap the images when the user clicks on a button.