

## Course JavaScript Programming Language and jQuery

### Module 3. Event processing

#### Task 1

Create an html page for entering the user name. It is necessary to check every character that the user enters. If they entered a digit, then do not display it in input.

Enter your name (name can't contain digits):

#### Task 2

Create an html page with an Open button and a modal window. Modal window should contain a text and a Close button.

Modal window is not displayed initially. Modal window appears by clicking on the Open button and disappears by clicking on the Close button.

Open modal

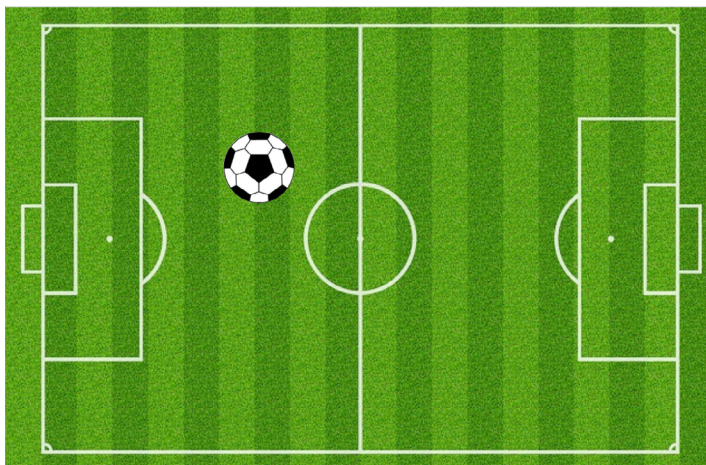
**Hello from Modal Window!**

Close

## Task 3

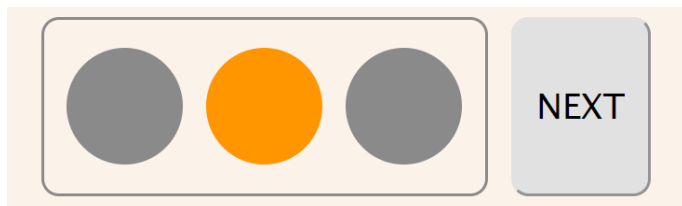
Create an html page with a football field that occupies the entire width and height of the screen, and a ball sized 100px by 100px.

Make it so that when you mouse click on the field, the ball smoothly moves to the click area. Note that the center of the ball stopped exactly where the mouse was clicked. Also, ensure that the ball does not get out of the field.



## Task 4

Create an html page with a traffic light and a button that switches colors of the traffic light.



## Task 5

Create an html page with a list of books.

When you click on a book, the background color should change to orange. Note that when you click on another book, the previous one needs to return to the previous color.

1. "JavaScript for Kids: A Playful Introduction to Programming" by Nick Morgan
2. "Eloquent JavaScript: A Modern Introduction to Programming" by Marijn Haverbeke
3. "JavaScript: The Good Parts" by Douglas Crockford
4. "Programming JavaScript Applications: Robust Web Architecture with Node, HTML5, and Modern JS Libraries" by Eric Elliott
5. "Effective JavaScript: 68 Specific Ways to Harness the Power of JavaScript" by David Herman
6. "JavaScript: The Definitive Guide" by David Flanagan
7. "You Don't Know JS" by Kyle Simpson

## Task 6

Create an html page with several buttons. When hovering over a button, a tip with text should appear. By default, the tip appears above the button. But if it does not fit there, then it is displayed below the button.

