



Course

JavaScript Programming Language and jQuery

Module 4.

Browser Object Model. Document Object Model

Task 1

Create an html page with track bar. Allow the user to change the position of the blue pointer.



Task 2

Create an html page with a gallery.

At one time, 1 image and 2 buttons are displayed on the screen: Previous and Next. When the buttons are pressed, the images should be switched in the order indicated. When there is no next/previous image, the corresponding button must be blocked. Store images in an array prepared in advance.

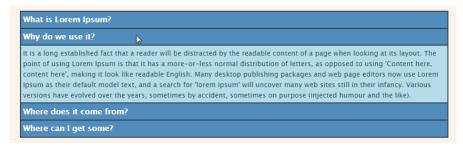


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Task 3

Create an html page with information blocks that open by clicking on the header. At one time only one block of information can be expanded.



Task 4

Create an html page with news. Catch when scroll reaches the end of the page and upload more news to the list. Store news for loading in an array prepared in advance.

Light version: instead of catching when the scroll reaches the end of the page, use the button at the end of the news list.





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Task 5

Create an html page where the user can enter number of the month, year, and get a calendar for the specified month. The calendar can be generated using a table. The starting day of the week should always be Monday.

