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Professor Ferger

IST 263

18 November 2021

Lab 12

1. Submit the url for the shell game with alert boxes.
   1. <https://jclucibe-su.github.io/ist263/lab12/lab12.html>
2. Submit the url for the shell game with messages displaying in browser.
   1. <https://jclucibe-su.github.io/ist263/lab12/lab12_preview.html>
3. Answers to the following questions:
   1. Our shell game is very basic. What functionality do we need to add to make it more like a real game? List at least 3 improvements. I'm not looking for code here just your thoughts.
      1. A way to visually see the shells cycle
      2. A tally of how often you get it right and wrong
      3. A balance that you can use to bet on which shell is correct
   2. In lecture and lab, we talked about the events: onclick, onblur and onload. Pick one of the other events in the list above and give me a scenario for how you could see it used on a web page.
      1. Onsubmit – you get an alert when you have submitted something (like you would for submitting lab in blackboard)
   3. On this week's lecture slides, slide 7 lists example uses for JavaScript. What is another use for JavaScript? Some research will be needed.
      1. For webservers – using functions to attach to webservers and ports
4. Submit answers to the following:
   1. What questions did you have about the lab? What didn't you fully understand?
      1. No questions
   2. What was the hardest part of the lab?
      1. Troubleshooting why the shuffle wasn’t working
   3. Rate your comfort level with this week's topics.  
      1 ==> I can do this on my own and explain how to do it.  
      2 ==> I can do this on my own without any help.  
      3 ==> I can do this with help or guidance from others.   
       If you choose this level, please indicate HOW this person helped you.  
      4 ==> I don't understand this at all yet and need extra help.