HTML

<!DOCTYPE html>

<html>

<head>

<title>Grid</title>

<link rel="stylesheet" href="./styles.css">

</head>

<body>

<button onclick="createGrid()" id="btn\_createGrid">CREATE GRID</button>

<button onclick="move()" style="margin-bottom: 10px;" id="btn\_move">MOVE</button>

<main class="content" id="target">

</main>

<script>

</script>

</body>

<script src="./grid.js"></script>

</html>

CSS

.on {

background: orange;

}

.content {

display: grid;

grid-template-columns: repeat(10, 1fr);

grid-template-rows: repeat(10, 1fr);

gap: 5px;

}

div {

padding: 10px;

text-align: center;

border-style: solid;

font-size: 1em;

}

JS

let position = 1; // The starting position of the grid

const gridSize = 100; // The total number of the grid cells

function createGrid() {

// Should create a new Div based on the gridSize variable value and append these divs to the element with id "target"

for (let i=1; i<=gridSize; i++){

var div = document.createElement("div");

div.id = 'n' + i;

div.innerText = i;

document.getElementById("target").appendChild(div);

}

}

function move() {

// Should increment the position variable by 1 each 100ms taking into consideration the gridSize variable value

// This function should make use of the toggle function below to change the CSS class on a specific div element

setTimeout(() => {

if (position > 100) return;

toggle(position);

toggle(position-1);

position += 1;

move();

}, 100);

}

function toggle(position) {

// Takes a position parameter referencing a grid cell and sets the class name of that cell (or div) to the class 'on'

// The CSS class "on" is defined in the styles.css file

if (position < 1) return;

const name = 'n' + position;

const element = document.getElementById(name);

element.classList.toggle('on');

}

//don't change this line

if (typeof module !== 'undefined') {

module.exports = { createGrid, move, toggle };

}

