**Requirements**

The result of your work should be packed to folder with html, css and js files, Inner folder structure should be exactly as follows:

homework\_11/

└ material-icons/

└ app.js

└ structure.js

└ index.html

└ styles.css

Code should be well-formatted and tested.

The folder should be loaded to GitHub repo ‘front-end-lab-8’ in the master branch.

**Useful links**

<https://developer.mozilla.org/uk/docs/Web/API/Document>

<https://learn.javascript.ru/traversing-dom>

**Task**

Using the standard JavaScript functions, create a file tree (see Figure 1) based on the data in homework\_11 / structure.js.

Requirements:

* By default all folders are closed
* When you click on a closed folder, folder opens. Otherwise close
* When you click on file - nothing happen
* If the top-level folder closes when the subfolder is open, then after reopening the top-level folder, the subfolder remains in the same state (See Figure 2)
* Use the appropriate icon if the folder is open or closed.
* Folder/File may be clickable out of name
* The folder / file is clickable outside the title. (It means you can open folder by clicking on row instead title directly)

Icons, to the left of file/folder names can be found at the link - <https://material.io/icons/> (they are already included). Use icons like this

<i class="material-icons">done</i> will display icon -> 

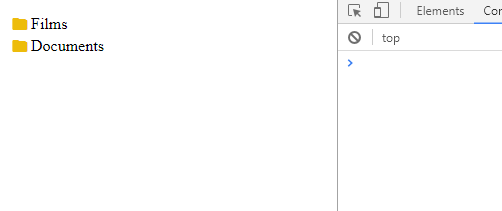


Figure 1 - Folder tree in action **(If the animation does not play, then open this image directly - homework\_11/animations/Pic. 1.gif)**

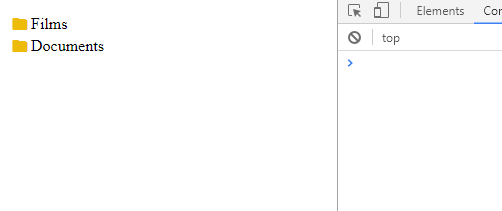


Figure . 2 - Saving the state of subfolders after opening/closing the top-level folder

**(If the animation does not play, then open this image directly - homework\_11/animations/Pic. 2.gif)**