**COSC 2328 Javascript Event Practice: Mouse Events**

For this practice we will be using a variety of mouse listeners to interact with our webpage. Specifically we will use mouse enter, mouse leave, and mouse move. Using webpage base mouse\_practice.html, add the following listeners:

1. When we mouse over img1, swap its src with img2’s src
2. When we mouse over img2, increase its size by 50%. This should be continuous (i.e. do not set the increase size to a static value)
3. When we enter text field txt1, change its background color to light blue. When we exit txt1, change its color to orange.
4. When we move the mouse over the graph image (id “graph”), we want to retrieve the x and y coordinates and store them inside number fields num1 and num2.
5. When we exit the form “myform” return img2 to its original size, and give a popup which contains the values currently in the three input fields.