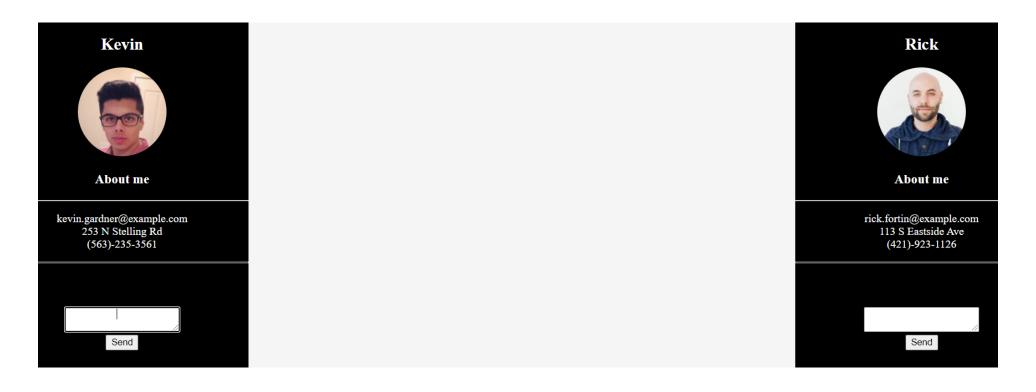
Lab 6 COMP 1537

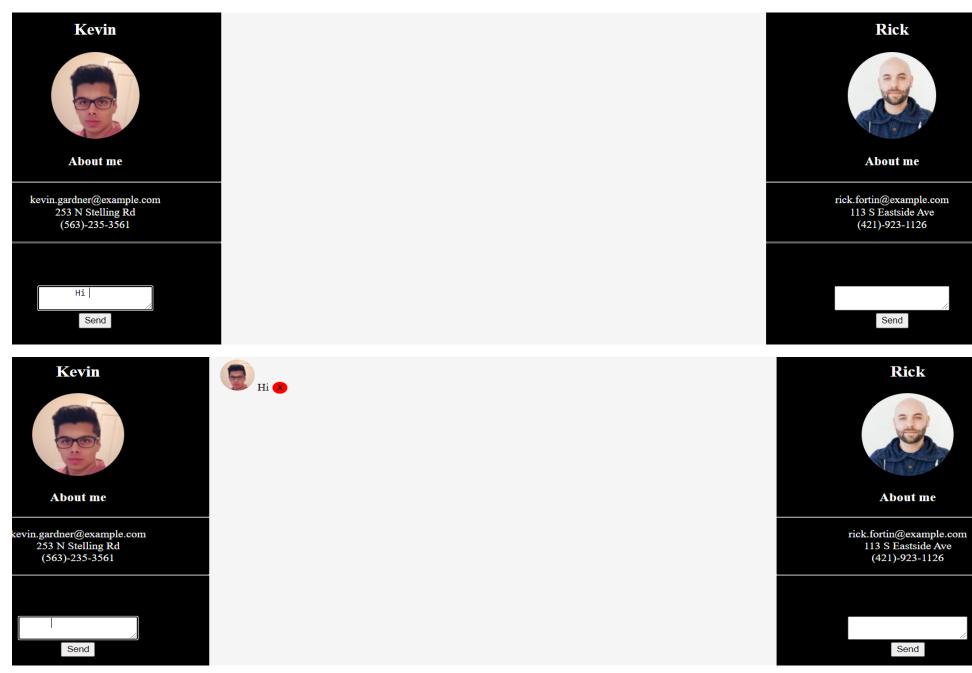
Due Mar 8 11:59 PM

In today's lecture we learnt about function, events, DOM manipulation; we want to put what we learnt into practice. We are provided a page which looks like



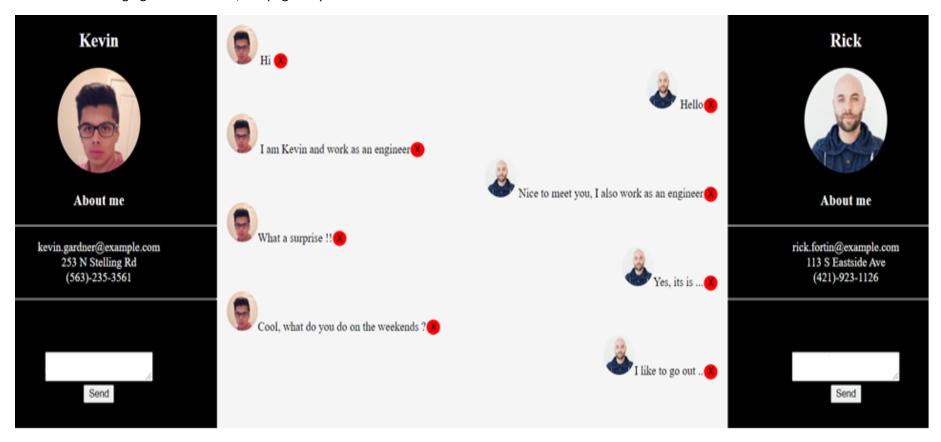
Just like when to users chat, they can send message(s) to each other and have the ability to delete any sent message, we want to simulate the same behaviour.

Lets say user Kevin types a message into the textarea and click the Send button. The page will look like ...

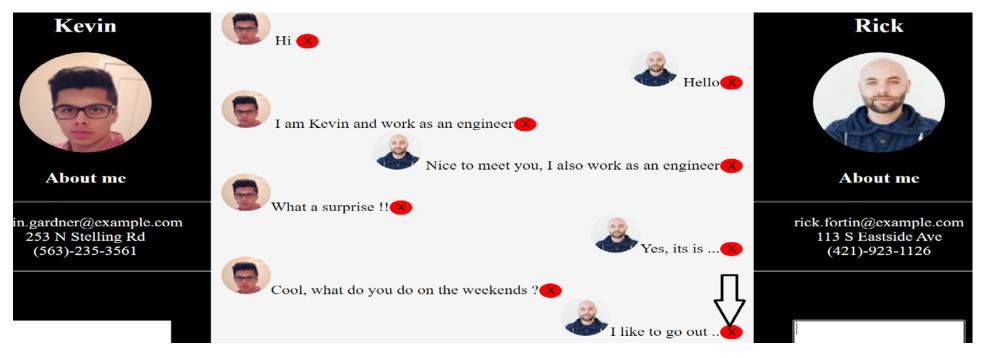


Note after the message is sent the textarea is cleared

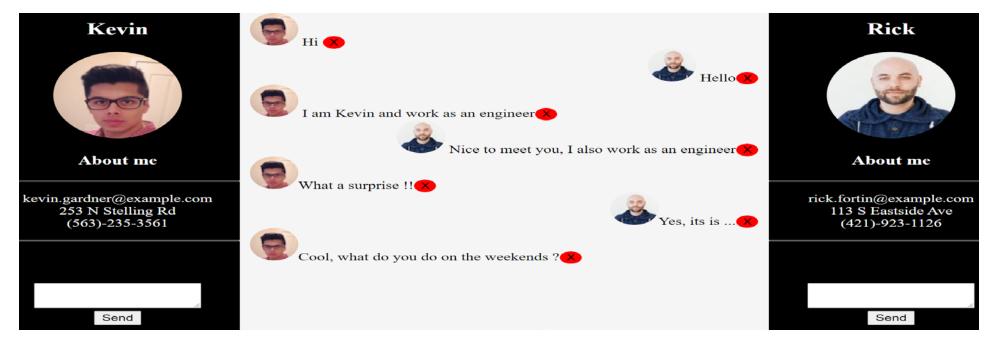
After some messaging back and forth, the page may look like ...



Users also have the ability to delete any of the message(s), for eg lets say Rick deletes his last message



The page will then look like ...



Other:

To add a class to an element using JS make use of **setAttribute** method. To obtain value from the *textarea* make use of its **value** attribute

For the thumbnail image use the format: https://randomuser.me/api/portraits/thumb/men/45.jpg

To get a reference to the Parent Node of an element make use of **parentNode** attribute

Example, lets say we have the markup

```
<section>
<div>
Some text
</div>
</section>
```

Submission

Please write your css in index.css

Please write your JavaScript in index.js

Please submit index.html / index.css / index.js as a single zip

Note: You cannot alter index.html (i.e you cannot add any ids / classes to existing elements)