BSA Programming Merit Badge

2nd Language: JavaScript & HTML

The second and third programming languages are to be done by the scout. This set of instructions should help you to complete the second language using JavaScript and HTML to build a webpage.

**Section1: HTML**

1. Install the programming language (JavaScript).
   1. Use your browser to search for the programming language you would like to install.
   2. Go to the programming language’s website and look for the download link.
   3. Download the programming language.
   4. Install the programming language using the downloaded file.
2. Create an index.html file
3. Create a madlib.js file.
4. Create a stylesheet.css file
5. Build a basic HTML page. There are many examples and resources online. Include the following tags:
   1. html
   2. head
   3. body
   4. footer
6. In the “head” of the HTML add the following:
   1. Meta charset
   2. Title
   3. Link to the CSS file
   4. Add the JavaScript file
7. In the “body” of the HTML add the following:
   1. An “h1” tag that says what this page is about.

(Example: “MadLib Time!")

* 1. A “form”
     1. Give the form an ID called myForm
     2. Each field of the form should have a label and a text input for each MadLib field.
     3. Add a Reset button and give it the function reset when clicked
     4. Add a Submit button and give it the function madlib when clicked
  2. A “textarea” and give it an ID of madlib\_text

1. In the “footer” include a “p” or paragraph tag that includes information about you.

**Section 2: JavaScript**

1. Create a madlib() function
   1. Add a variable called inputs and assign to it a querySelectorAll for both the input type text and number
   2. Add a variable called input\_values and assign it a new array
   3. Get the element on the HTML page with the ID madlib and assign it to a variable called text.
   4. For each value in inputs, add it to the input\_values array.
   5. Add a variable madlib and add the MadLib text from your previous project. Add the values from the input\_values array to the madlib string.
   6. Assign the madlib to the contents of the text variable (which is the HTML element with the ID of text\_area). This will add the contents of the madlib string to the textarea on the HTML page.
2. Create a reset() function
   1. Get the element with the ID myForm from the HTML page and assign it to a variable called form.
   2. Reset form using a built in JavaScript function

**Section 3: CSS**

1. Display the labels as a table-cell
2. For all input items set the following attributes:
   1. Width to 200 pixels
   2. Bottom Margin to 15 pixels
   3. Background Color to azure
3. For all input items set the following attributes:
   1. Width to 500 pixels
   2. Height to 300 pixels