

Connecting Javascript with HTML

(Let the fun begin)

Balloon Pop (proj name: balloon-pop)



Show some balloons and make them go up slowly to the top of the page.

1. Create 2 divs that looks like balloons
 - a. Create a class `.balloon` with:
width, height, border-radius, and position: absolute
 - b. Create classes `balloon1`, `balloon2` with:
background color,
left (so they don't be on top of each other)
2. In Javascript, when page loads, select the balloons (`querySelectorAll`) and make each one of them move up a bit by setting their `style.bottom` in an interval
3. Add your global data structure: `gBalloons` – this is our model!
 - a. This should be an array of balloons objects
 - b. Each object should have 'bottom' and 'speed' properties
4. Set an interval to update the balloon object, and then set the updated values to the balloon elements in the DOM.
5. When a balloon is clicked
 - a. Play a pop sound
 - b. Hide it (by setting the `style.display` to none)
 - c. Bonus: make the clicked balloon fade out
You can achieve this by setting its `style.opacity` and using CSS transition
6. Consider: how to correlate the clicked element and the model? How many different ways you can think of?

What's In the Picture (proj name: in-picture)

Pick the sentence that describes the picture:



1. gQuests = [{id: 1, opts:[], correctOptIndex:1 }]
gCurrQuestIdx = 0
2. Note: It is convenient to have the images named by the quest id (e.g. : 1.jpg)
3. If the player is correct, move on to next quest
4. Some more functions:
 - a. initGame()
 - b. createQuests()
 - c. renderQuest()
 - d. checkAnswer(optIdx)
5. Create 3 questions