CSE 154: Web Programming

Lecture 8: Skittles Code

```
<body>
 <header>
   <h1>How many <span id="color" class="green">green </span>Skittles are in the jar?</h1>
 <main>
   <!-- The Skittles jar! -->
   <div id="jar">
     <div class="skittle blue"></div>
     <div class="skittle green"></div>
     <div class="skittle green"></div>
     <div class="skittle green"></div>
     <div class="skittle red"></div>
     <!-- More skittles... -->
   </div>
   <article id="game-setup">
     <button id="start-btn">Start!
   </article>
   <article id="game-play">
     <button id="answer-btn">Give me the answer!</putton>
     There are <span id="count"></span> skittles in the jar!
 </main>
</body>
```

Warmup: Fill in the Selectors (you may assume the shorthands id, qs, qsa are available)

Description	CSS Selector	Selecting in JS:
The jar	#jar	<pre>document.getElementById("jar"); // or shorthand: id("jar") document.querySelector("#jar"); // or shorthand: qs("#jar")</pre>
All skittles	.skittle	<pre>document.querySelectorAll(".skittle");</pre>
All green skittles		
The span tag in the header		
The p in #game-play	#game-play p	

```
From Pre-Check:
(function() {
  // 1.1. Write the event listener for the window load event (one statement)
  function init() {
   id("answer-btn").addEventListener("click", showAnswer);
   // 2.1 call fillJar when #start-btn is clicked
  function showAnswer() {
   // 3.1. Write the statement to get all green skittles
   // 3.2. Update textContent of #count to include length of green skittles collection from 1.
   // 3.3. Show p tag.
  function fillJar() {
   // Part 4.
    // Create and add one "test" skittle (a div element with the classes ".skittle" and ".green")
  }
  // Get a random color for a skittle (implemented)
  function getRandomColor() {
   let COLORS = ["red", "green", "blue"];
   let randIndex = Math.floor(Math.random() * COLORS.length);
   return COLORS[randIndex];
  }
  // Helper functions provided for id, qs, qsa, and gen
})();
```