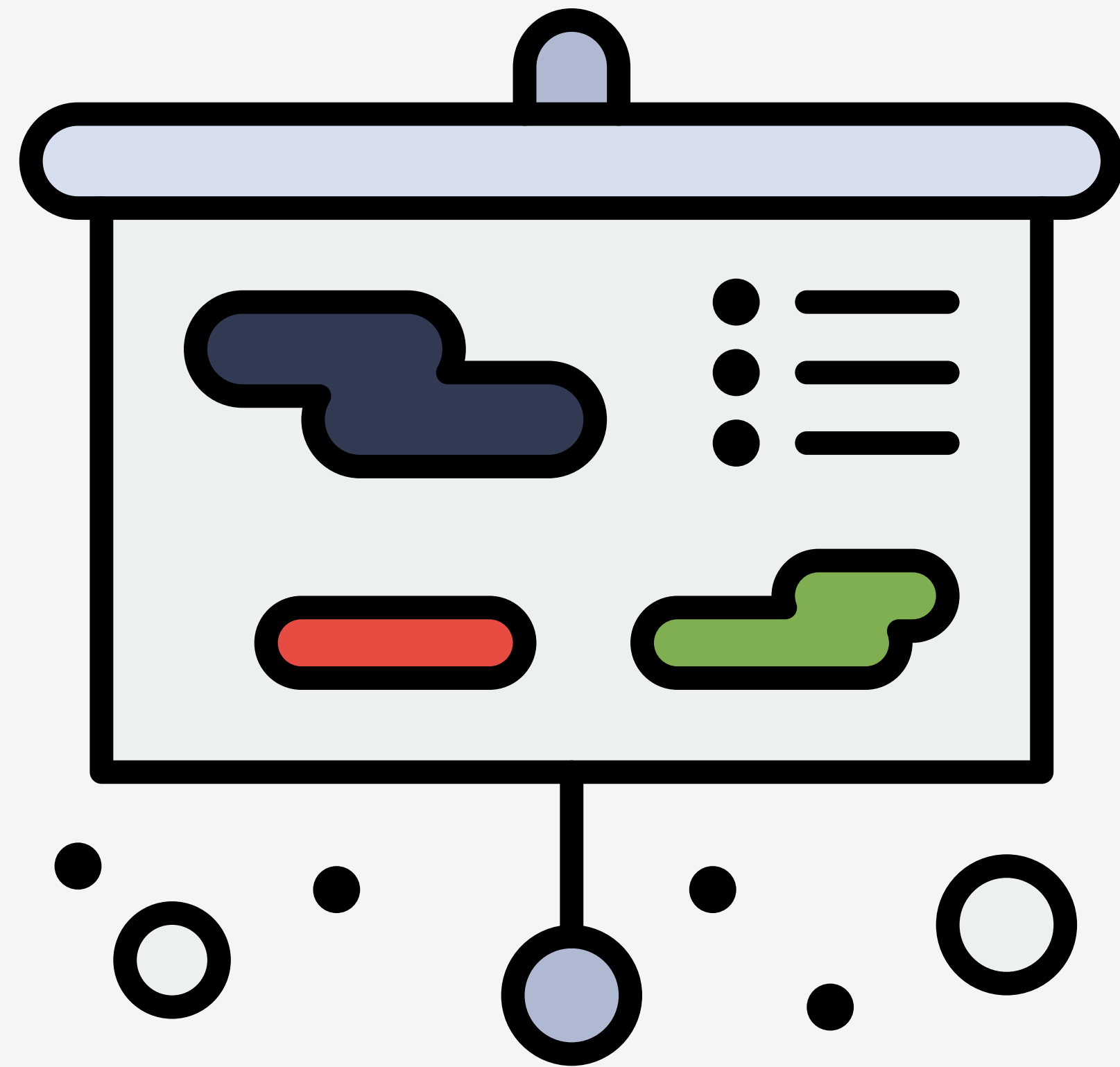# INTRODUCTION TO JAVASCRIPT

Lecture 15

TODAY'S TOPICS

- **Hands-on:** Flashcards

- **Project:** Memory

- **Exercise:** Functional Fishing

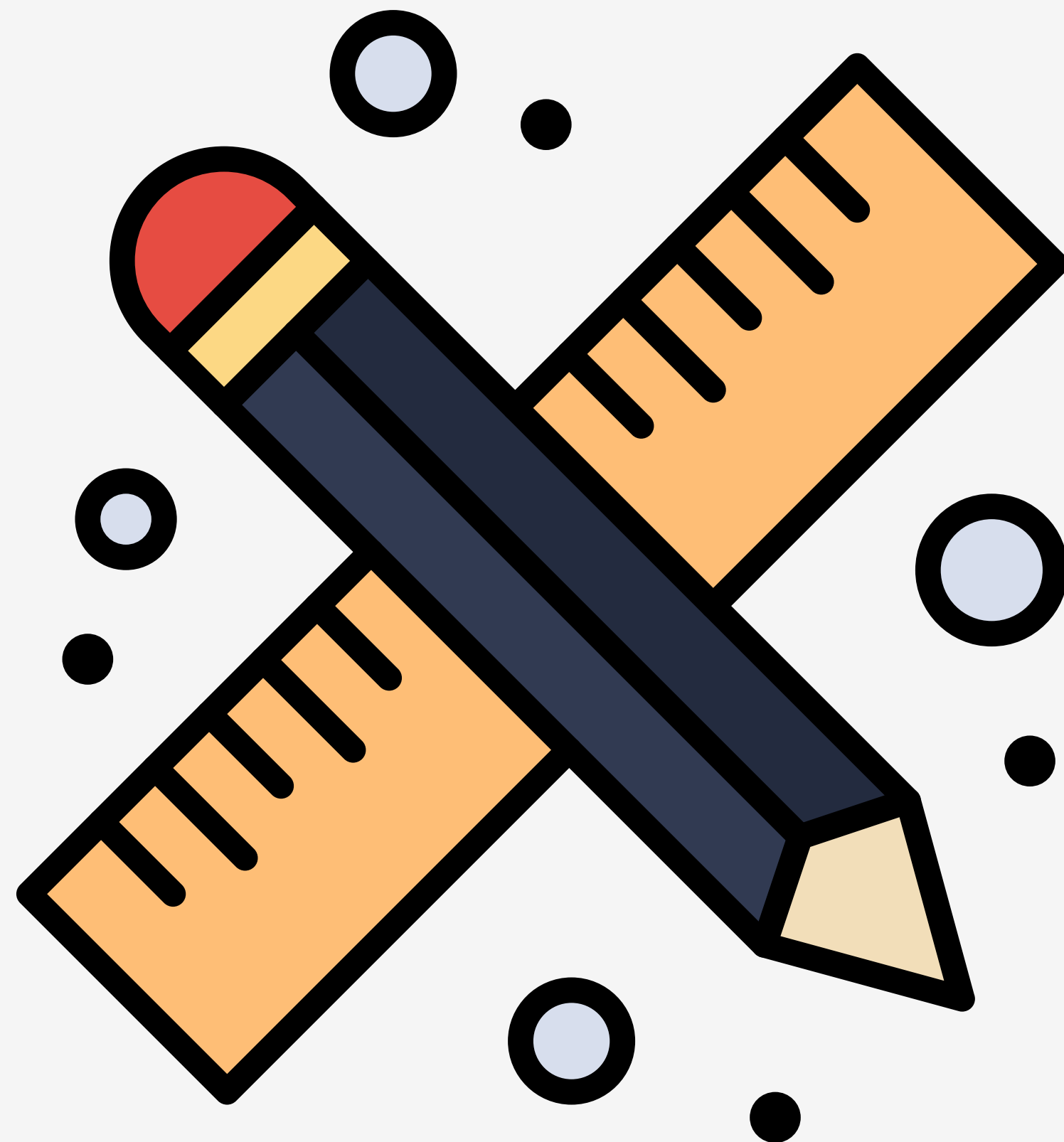# ANNOUNCEMENTS

- Sign-in Sheet

HANDS-ON CHALLENGES

FLASHCARDS

- Create a flashcard application that supports multiple decks

- The user selects a deck to start a quiz

- A quiz will one card at a time

- The user will have the option to:

  - Go to the next card

  - Go to the previous card

  - Show the answer

  - Quit the quiz
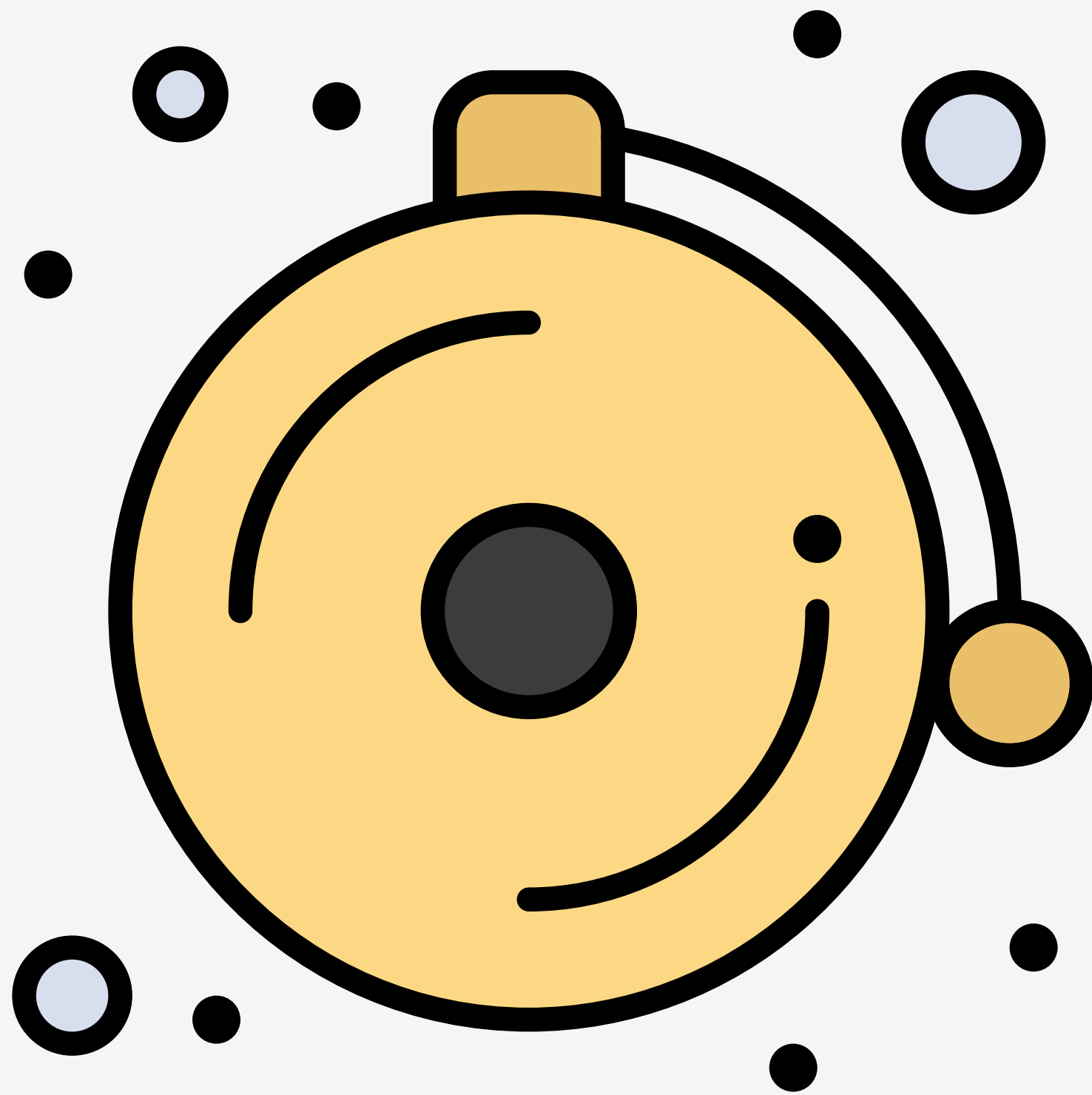
MEMORY

- *GITHUB CLASSROOM ASSIGNMENT*

- A interactive game of memory

- The player will be asked to choose a difficulty level. Minimum of 3.

- The player will click on two cards to reveal their hidden pattern.

- If the cards match, they remain "open", if not they close again.

- The game ends when all the matches are found. An animated sequence is initiated.

- *TEST YOUR CODE*

- Submit the URL to your repository

- *DUE:* Wed. Dec. 11 @ 11:59 PM

NEXT TIME...

- Frameworks & Libraries

- jQuery

- **Bonus:** Double Jeopardy