

## HW: Show Me The Love

A button has an attribute called `onclick` which you can put JavaScript in. Let's say you have a function called `evaluateLove()` declared in your script file. You can do this:

```
<button onclick="evaluateLove();">Show me the love!</button>
```

Now every time a user clicks that button on your page, it will call your function.

In this project you will need HTML, CSS, and JavaScript files. You are going to make a web page that:

1. Has the header "Declare my love"
2. Has a button called "Show me the love!"
3. Above the button, insert the heart image. See attached file `heart.png`
4. When clicked, the button should run a function you create called `evaluateLove()` that alerts a different message based on user input.
5. Ask the user what their name is.
6. Ask the user what their favorite color is.
7. Pick 3 of your favorite colors, if the user types in one of your favorite colors, alert them with a positive message.
8. If they use inputs a different color, then tell them you aren't compatible.
9. Style the page with CSS if time allows so that it looks like something you might see on the web. You can add any amount of HTML/CSS you want to accomplish this. Please do not spend more than 15 minutes on the HTML/CSS (unless you have extra time after completing the JavaScript).

Submitting your work:

Push your code to your github account and then paste the link to it when you submit this assignment. If you do not finish in class, submit what you were able to get done.

Tips:

- Use pseudocode to help you with creating a blueprint of the app before you start writing JavaScript.
- Store the different prompts into variables.
- Think about when you should use *let* or *const*.
- Use descriptive variable names.