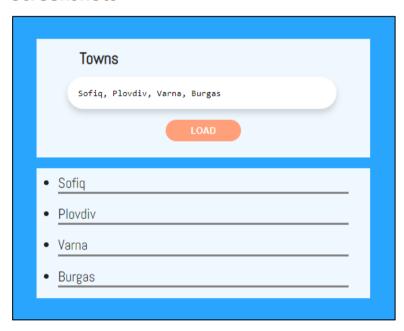
# **Exercises: Templating**

### 1. List Towns

You are a given an **input field** with a **button**. In the input field you should enter **elements separated** by comma and whitespace (", "). Your task is to create a simple template that defines a list of towns. Each town comes from the input field.

In your attachEvents() function you should attach a click event to the button with id "btnLoadTowns" and render the towns that come from the input field in the HTML template with id "towns-template".

#### **Screenshots**



This is how the HTML looks like:

```
<div id="root">
<l
  Sofiq
  Plovdiv
  Varna
  Burgas
</div>
```

#### 2. HTTP Status Cats

We all love cats. They are also a fun way to learn all the HTTP status codes.

Your task is to refactor the given HTML and to create a template to represent each cat card block on it's own. After you have created the templete render it into the div with id "allCats".









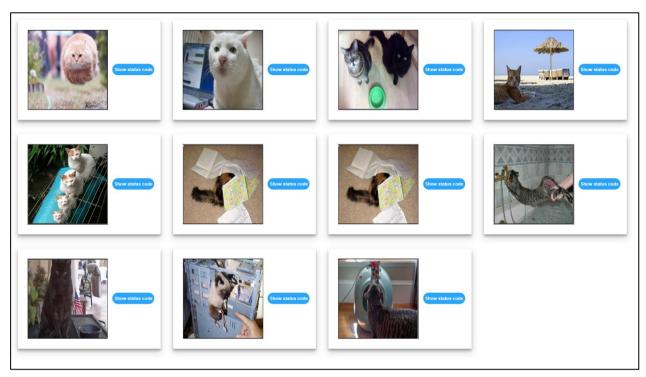


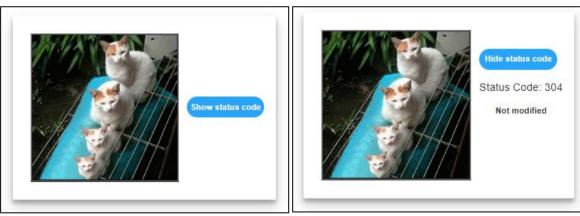


A cat has an id, statusCode, statusMessage and imageLocation. The cats are seeded using the function from the js file named "catSeeder.js"

Each card block has a button that unveils status code information connected to each cat. You should toggle the button and change it's text from "Show status code" to "Hide status code".

#### **Screenshots**





## 3. Popular Monkeys

You are provided with a **skeleton**. Your task is to implement the function in the 'monkeysTemplate.js' file to render the six most popular monkeys in the browser. You should also add an **event** to each 'Info' button to show the details about the monkey. Each monkey also has a name and an image. Explore the 'monkeys.js' file for more details. At the end the page should look like this:

























