<https://onpadula-su.github.io/ist263/lab11/lab11>

<https://onpadula-su.github.io/ist263/lab11/lab11_preview>

1. Our shell game is very basic. What functionality do we need to add to make it more like a real game? List at least 3 improvements. I'm not looking for code here just your thoughts.

**A score, count on how many correct**

**Streak counter, how many correct in a row**

**Sound effects for correct or incorrect choice**

1. In lecture and lab, we talked about the events: onclick, onblur and onload. Pick one of the other events in the list above and give me a scenario for how you could see it used on a web page.

**You could use onfocus for an animation to make sure the user is looking at it when it plays**

1. On this week's lecture slides, slide 7 lists example uses for JavaScript. What is another use for JavaScript? Some research will be needed.

**I used javascript to make my navbar stay at the top of the screen when scrolling**

1. What questions did you have about the lab? What didn't you fully understand?

I was interested in how the animation works

1. What was the hardest part of the lab?

Writing the javascript

1. Rate your comfort level with this week's topics.  
   1 ==> I can do this on my own and explain how to do it.