#### **DOM and Events - Lab**

Problems for in-class lab for the "JS Front-End" course @ SoftUni. Submit your solutions in the SoftUni judge system at https://judge.softuni.org/Contests/3794/DOM-and-Events-Lab

#### **Environment Specifics**

Please, be aware that every JS environment may behave differently when executing code. Certain things that work in the browser are not supported in **Node.js**, which is the environment used by **Judge**.

The following actions are **NOT** supported:

- .forEach() with NodeList (returned by querySelector() and querySelectorAll())
- .forEach() with HTMLCollection (returned by getElementsByClassName() and element.children)
- Using the **spread-operator** (...) to convert a **NodeList** into an array
- append() in Judge (use only appendChild())
- prepend()
- replaceWith()
- replaceAll()
- closest()
- replaceChildren()
- Always turn the collection into a JS array (for Each, for Of, et.)

If you want to perform these operations, you may use **Array.from()** to first convert the collection into an array.

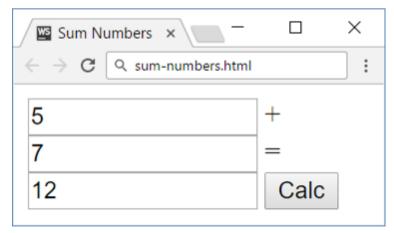
#### 1. Sum Numbers

Write a JS function that reads two numbers from input fields in a web page and puts their sum in another field when the user clicks on a button.

## Input/Output

There will be no input/output, your program should instead modify the DOM of the given HTML document.

## **Examples**



#### 2. Show More

Write a JS function that expands a hidden section of text when a link is clicked. The link should disappear as the rest of the text shows up.



















### Input/Output

There will be no input/output, your program should instead modify the DOM of the given HTML document.

#### **Examples**

Welcome to the "Show More Text Example". Read more ...



Welcome to the "Show More Text Example". Welcome to JavaScript and DOM.

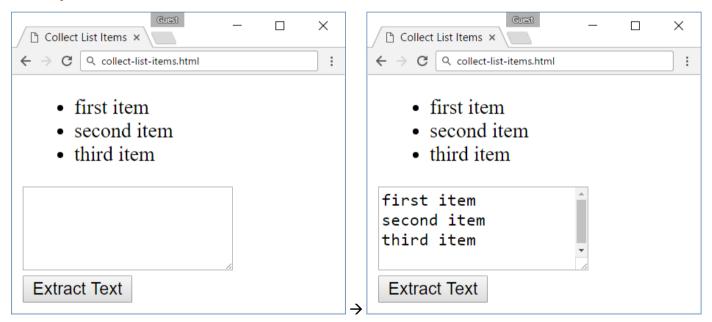
#### 3. Collect List Items

Write a JS function that scans a given HTML list and appends all collected list items' text to a textarea on the same page when the user clicks on a button.

## Input/Output

There will be no input/output, your program should instead modify the DOM of the given HTML document.

### **Examples**



### 4. List of Items

Write a function that reads the text inside an input field and appends the specified text to a list inside an HTML page.









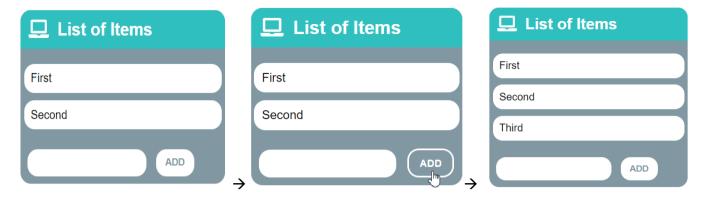








#### **Examples**



#### 5. Delete from Table

Write a program that takes an email from an input field and deletes the matching row from a table.

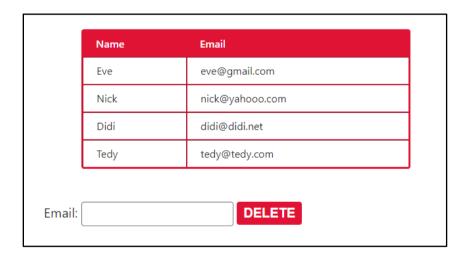
- If entry is found, the textContent in the element with id="result" must be set to "Deleted."
- Otherwise, an error should be displayed in a <div> with id="result". The error should be "Not found."

Submit only the deleteByEmail() function in Judge.

### Input/Output

There will be no input/output, your program should instead **modify** the DOM of the given HTML document.

### **Examples**

















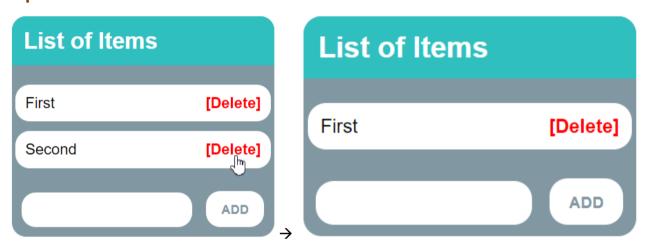




# 6. Add / Delete

Extend the previous problem to display a [Delete] link after each list item. Clicking it should delete the item with no confirmation. You have to add href="#" to the link element.

#### **Examples**



# 7. Colorize Table

Write a JS function that changes the color of all even rows when the user clicks a button. Apply the color "Teal" to the target rows.

# Input/Output

There will be no input/output, your program should instead modify the DOM of the given HTML document.











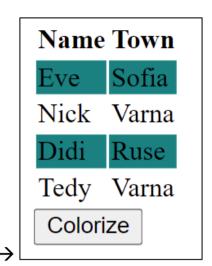






### **Examples**





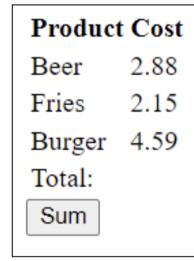
#### 8. Sum Table

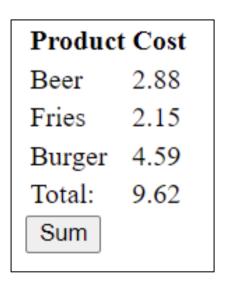
Write a JS function that finds the first table in a document and sums the values in the last column. The result is then displayed in an element with ID "sum".

### Input/Output

There will be no input/output, your program should instead modify the DOM of the given HTML document.

### **Examples**





# 9. Highlight Active

Write a **function** that **highlights** the **currently active** section of a document. There will be **multiple** divs with **input** fields inside them. Set the class of the div that contains the currently focused input field to "focused". When the focus is lost (blurred), remove the class from the element.

Submit only the **focused()** function in Judge.

# Input/Output

There will be no input/output, your program should instead modify the DOM of the given HTML document.

















# **Example**

