JAVASCRIPT LAB 4 - DOM MINI CHALLENGES

Task: This lab consists of three mini challenges. All three can be arranged together on the same page, or you can have a separate page for each challenge. The diagrams are for illustration purposes only. You can make it look as awesome as you want.

#1 VENDING MACHINE

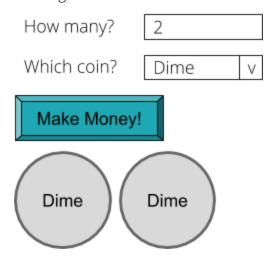
Create four buttons. Each button represents a different product with a different price. Also display a total, which starts at \$0.00. Whenever a button is clicked, update the total by adding the price of that item.



#2 MAKE MONEY

Create a form with two inputs: a **number** input (or **range** input) for count and a **select** input for the type of coin: Penny, Nickel, Dime, or Quarter.

• When the form is submitted, add the specified number of "coins" to the page, each with text from the "Which coin?" input. For example, the diagram below shows what would be displayed after submitting the form.



- Whenever the form is submitted, it should continue adding additional coins, not removing the previous coins.
- Finally, whenever a coin is clicked, remove just that the clicked coin from the page.



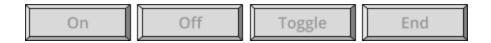
#3 LIGHT BULB

Start with a "light bulb" div and four buttons. The light bulb starts off with a dark background.

- When the "on" button is clicked, the background changes to light (or remains light if it was already light)
- When the "off" button is clicked, the background changes to dark (or remains dark if it was already dark)
- When the "toggle" button is clicked, the background changes to light if it was dark and dark if it was light.



• When the "end" button is clicked, the light bulb div is completely removed from the page (not just hidden) and the four buttons become disabled.



Extended Challenges:

Make Money

- 1. Use different colors, sizes, or images for the different coin options.
- 2. Also display a total value for the coins currently shown. Make sure it stays up-to-date when coins are added and removed.
- 3. Replace the **select** with a group of **radio** buttons

