1. Submit the url for the shell game with alert boxes.

<https://rbnalitt.github.io/ist263/lab12/lab12.html>

1. Submit the url for the shell game with messages displaying in browser.

<https://rbnalitt.github.io/ist263/lab12/lab12_preview.html>

1. Answers to the following questions:
   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.
2. The shells should look different instead of all the same.
3. There should be a sound when you won vs when you loose.
4. There should be some sort of animation.
   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.

Onmousedown would be good for this game. That is because when you click on any of the shells and press your mouse down something will happen, this will also make the game more exciting.

* 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.

Another use of JavaScript is to animate websites; making a website feel like it is loading faster, making navigation in an app easier to understand, and driving attention.

1. Submit answers to the following:
   1. What questions did you have about the lab? What didn't you fully understand?

None, yes I fully understood.

* 1. What was the hardest part of the lab?

I fully understood and got the lab.

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