Client-side Technologies
JavaScript Fundamentals
Lab 3

A. BOM

A.1. Window Object

A.1.1. Create a parent window that opens a flying child window.
Hint: Start by creating a parent window that opens a child window.
Child window should always be on top view and moves up and down within boundaries of user screen.
Parent window should contain a button that stops child window movement.

A.1.2. Write a script that shows a "typing message" appearing in a new child window. The new window should close after few seconds of displaying your message.

A.1.3. Create a parent a window that opens a scrollable advertising child window.

A.2. Location Object

A.2.1. Make your own welcoming page of a registration form to display a greeting for the user by his name and title, then show a display of his info (address, gender, email, mobile).
Note :
The welcoming page is the page that should be displayed after registration.
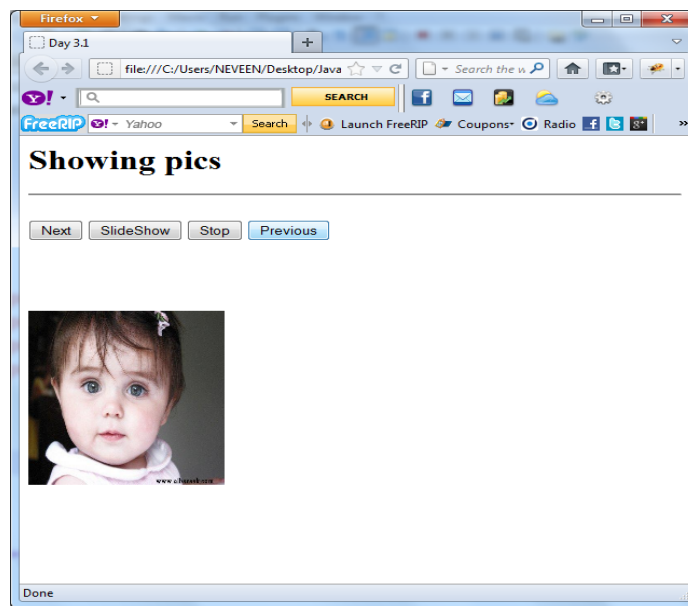**The registration form should contains fields for name, email, password, job title, mobile, gender, address**
Read the required info from the query string
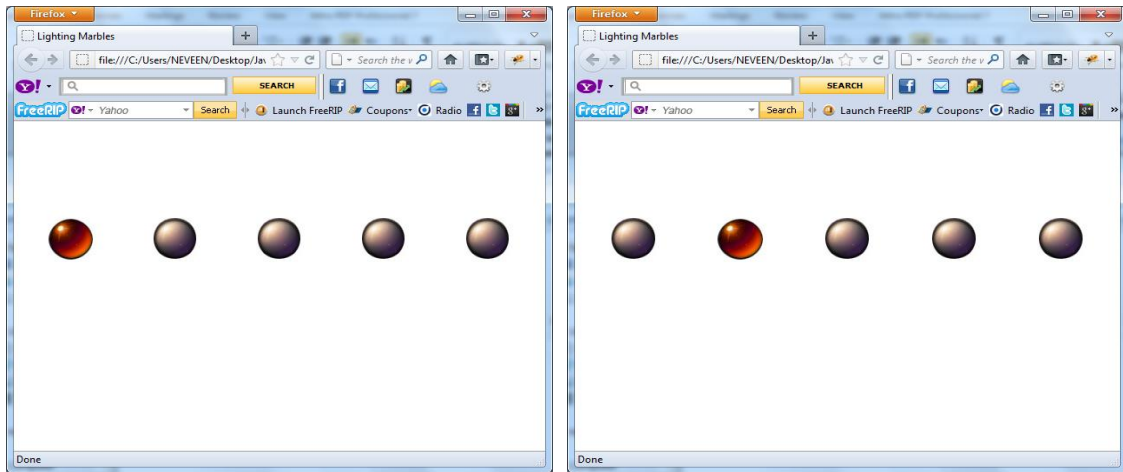
A.3. Document Object

A.3.1 implement the "C" and "<<" in task.html

A.3.2. Photo gallery with Next, Previous and Slideshow.
- **Next goes to next pic and stops when reaching last image**
- **Previous goes back to previous image and stops when reaching first image**
- **Slideshow will circulate, i.e. when reach last image is should continue displaying staring from first image**
- **Stop will stop slideshow behavior.**
- **Let the delay between every to image lasts 2 seconds**

A.3.3 Create an animation on the page that makes an orange marble move to the next location in the line every second. Allow the user to stop the animation by placing the cursor on any marble. The animation will restart again once the user remove the cursor from that marble. Add your own interesting feature to the script that tinkers with the speed or location of images

A.3.4 Memory Game (Bonus)