

More Event Handling and DOM Manipulation

Displaying a list.

- Starting with list.html, write code that displays the content of `myList` in an unordered list element.
- The page includes a checkbox. When it's checked, only the items of `myList` that have `visible` set to `true` should be displayed.
- Add a link that reverses the display of the list when it is clicked.

Exploring mousemove event.

- Style the pointerPlayArea div to be 400 by 600 pixels and a solid border.
- Create a tiny red box that follows the mouse pointer whenever it's in the pointerPlayArea. Your event handler function should accept one parameter, which represents the event being handled. From that event object, you can get the coordinates of the mouse pointer via `clientX` and `clientY` properties. There are a few ways to do this: the tiny box can have a fixed css position with `top`, `left` properties set to appropriate coordinates.

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