ITP JS Practice
Week 3

1. Continuing from the HW of the student system, add an extra table column which would contain the 'Delete' button. Upon clicking the button, the student should be removed from the table.
HINT: Use Event Bubble/Event Propagation

2. Create a simple browser based quiz game. There should be in total 5 questions, each question will have 4 choices. What will be the content of the questions is upto student's choice. (The questions will be directly hardcoded inside the code)
Upon answering all questions and clicking a Submit button, the following should happen:
   - Show user score, like $\frac{4}{5}$ (4 correct and 1 incorrect)
   - Mark the incorrectly answered question in red and also mark the correct answer
   - Mark the correctly answered question in green

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