

Exercises for Session 2

Goals

The goal of these exercises is to build our first real web app and train some DOM interactions.

Building your first web app

1. Create a new directory `counter`
2. Inside that directory create a file called `index.html`
 - `index.html` should contain the minimal HTML structure and a h1 saying `Hello World`
3. Create another file called `styles.css` and link it from the `head` of your `index.html`
 - Add a CSS rule to color the h1 green
4. Open the `index.html` in your browser and make sure you see the green heading (take a moment to celebrate this success 🥳)

Now we're going to add some logic to our site and turn it into an actual app. The goal is to have a counter app:

- that displays the current value
- that has one button to increase the value
- that has one button to decrease the value

First build the UI and then infuse it with life using JavaScript.

Tips:

- Select an element with `document.getElementById("")`
 - Set the content of an element with `element.innerHTML = ""`
 - Click handlers can be attached with `onclick="functionName()"`
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Additional Exercises / Homework:

Extend your counter app with these features:

1. Start the counter at 5
2. Only accept values between -10 and 10
3. Please write code to color certain value ranges:
 - values below 0 in red
 - 0 in blue
 - values larger than 0 in green

Hint: you can change the CSS class of an element with `element.classList.add("")` or `element.classList.remove("")`