

Assignment 3: Gridmaker (DOM)

Goal:

To further demonstrate an understanding of HTML, CSS, JS, DOM manipulation, and handling user events

Point Breakdown:

15 pts - Assignment functionality

5 pts - Code documentation (proper commenting), code organization (no sloppy code, well-formatted and easy to read), following git feature branch workflow, creating pull requests when merging feature branches, small and frequent commits with appropriate commit messages, etc.

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## Assignment:

For each user story, make a feature branch.

Based on the in-class demonstration, complete the following user stories:

As a user, I can:

- add rows to the grid
- add columns to the grid
- remove rows from the grid
- remove columns from the grid
- select a color from a dropdown menu of colors
- click on a single cell, changing its color to the currently selected color
- fill all uncolored cells with the currently selected color
- fill all cells with the currently selected color
- clear all cells/restore all cells to their original/initial color

**Can work alone or in groups. Max group size is 4. In the README of the repository, please put group member names and GitHub usernames. Deploy your site to GitHub Pages and put the link in the README.**

A few useful methods, properties, and events for this assignment:

- `getElementById()`

- `getElementsByName()`

- `createElement()`

- `appendChild()`

- `onclick`

- `node.children`

- `node.lastElementChild`

[Reference for JS DOM events](#)

[Selector syntax](#)