<!DOCTYPE html>

<html lang="en">

<head>

</head>

<body>. <header> <h1>JavaScript Affirmation App</h1> </header>

<main>

<section>

<h3>Create an Affirmation:</h3>

<form>

<input

placeholder="Affirmation"

type="text"

id="affirmation">

<input

placeholder="Author"

type="text"

id="author">

<button onClick="submitFields(event)">Submit</button>

</form>

<p id="Warning"></p>

</section>

<section>

<h3>Your Affirmations:</h3>

<table>

<thead>

<tr>

<th>Affirmation Text</th>

<th>Affirmation Author</th>

<th>Delete</th>

</tr>

</thead>

<tbody id="table">

</tbody>

</table>

</section>

</div>

</main>

<footer>

<h5>Thanks for being here. Sincerely. 🙂</h5>

</footer>

</body>

</html>

onReady();

function onReady() {

console.log('Javascript is working!');

}

function addIcon(Icon){

let shape = document.querySelector("#fireIce")

if (Icon==='Fire'){

shape.innerHTML += `<span onClick="removeEmoji(event, 'fire')">🔥</span>`;

fireCount ++;

console.log ("Fire Count:",fireCount)

}else if(Icon==='Ice'){

shape.innerHTML += `<span onClick="removeEmoji(event, 'ice')">❄️</span>`

iceCount ++;

console.log ("Ice Count:", iceCount)

}

}

let fireCount=0

let iceCount=0

function submitFields(event){

document.querySelector('#Warning').innerHTML =` `

event.preventDefault();

let affirmation = document.querySelector('#affirmation').value

let author = document.querySelector('#author').value

console.log(affirmation,author)

let newtablerow = document.querySelector('#table')

newtablerow.innerHTML += `

<tr>

<td>${affirmation}</td>

<td>${author}</td>

<td><button onClick="removeItem(event)">❌</button>

</td>

</tr>

`

} else {document.querySelector('#Warning').innerHTML +=`

First, add more fire 🔥!!!`}

}

function removeItem(event){

document.querySelector('#Warning').innerHTML =` `

if (iceCount > fireCount){

event.target.parentElement.parentElement.remove()

} else {document.querySelector('#Warning').innerHTML +=`

First, add more ice ❄️!!!`}

}

function removeEmoji(event, emoji){

if(emoji === `fire`){

fireCount --

} else if(emoji === `ice`){

iceCount --

} else{

console.error(`WOOPSIE`)

}

event.target.remove()

}