# Homework: JavaScript DOM & Events

This document defines the homework assignments from the [“JavaScript Basics“ Course @ Software University](http://softuni.bg/courses/javascript-basics/). Please submit as homework a single zip / rar / 7z archive holding the solutions (source code) of all below described problems.

## Like / Unlike Button

Crate a HTML page holding a "Like" button that changes to "Unlike" when clicked, then again to "Like", etc.

|  |  |
| --- | --- |
| **Input** | **Output** |
| C:\Users\kasskata\Desktop\Capture.PNG | C:\Users\kasskata\Desktop\Unlike.PNG |

## Display DIVs Content

You are given a HTML file holding several **<div>** elements. Write a JavaScript code to print the text content of all **<div>** elements as unordered list:

|  |  |  |
| --- | --- | --- |
| **Input HTML** | **Input** | **Output** |
| <html>  <body>  <div>first div</div>  <div>second div</div>  <div class="empty"></div>  <div>third div<div>inner div</div></div>  <ul id="result"></ul>  <script>  // TODO: write your JS code here …  </script>  </body>  </html> |  |  |

## Hide Odd Rows

You are given an HTML file holding a table of elements and a button titled "Hide Odd Rows". Write JavaScript code **hideOddRows.js** that attaches to the button lick event and hides the odd rows of the table when clicked.

|  |  |  |
| --- | --- | --- |
| **Input HTML** | **Input** | **Output** |
| <html><body>  <table border='1'>  <tr><td>row 1</td></tr>  <tr><td>row 2</td></tr>  <tr><td>row 3</td></tr>  <tr><td>row 4</td></tr>  <tr><td>row 5</td></tr>  </table>  <button id="btnHideOddRows">Hide Odd Rows</button>  <script src="hideOddRows.js" />  </body></html> |  |  |

## Numbers Only Field

Write a HTML page holding a form and a text field. Using JavaScript make the text field to accept numbers only. When a non-number character is entered through the keyboard (or by any other way), make the field red for a while and do not accept the change (preserve the previous value of the field).



## Print Mouse Coordinates

Write a JavaScript code that prints the mouse coordinates in a text area when we move the mouse over the HTML document. A sample output might be as follows:

|  |
| --- |
| **Output** |
| X:123; Y:3151 Time: Tue Jul 22 2014 20:39:09 GMT+0200 (FLE Daylight Time)  X:3412; Y:567 Time: Tue Jul 21 2014 22:35:12 GMT+0300 (FLE Daylight Time)  … |

# Problems for Champions

The next few problems are not mandatory. Implement them to challenge your skills.

## \*\*\* JavaScript Tetris

Write a Tetris game in JavaScript. Don't use canvas, just standard HTML elements and the DOM API.