ICT Start – Module 3: Client-Side Scripting 1



Worksheet 2

A. HTML Outputs

Exercice 1. Create an HTML page with an empty div-Container. When the user opens the page, he shall be asked to enter his name using a prompt window. Then, the following greeting message shall be displayed in the div-Container: "Hello, [name]! Have a nice day!"

Exercice 2. Create a copy of your previous solution. The greeting message shall now be printed to in a different colour than black.

Exercice 3. Create an HTML page with an empty ordered list. When the page finishes loading, the user shall be prompted to enter his top three favourite food list, one after another. At the end, his food list shall be displayed using an ordered list.

Exercice 4. Create a HTML page with an empty div component. When the page finishes loading, the user shall be prompted to enter a number between 1 and 14. Then, the corresponding Poker-card shall be displayed. Choose any colours you wish. You can assume the entered number will be in the required range. Hint: Have a closer look at the naming of the images!

Exercice 5. Create a copy of your previous solution. Extend it in such a way that the user can pick the colour he wishes using a second prompt. Use as input "s" for Spade, "d" for Diamond, "c" for Clubs and "h" for Heart. You can assume the user will never mistype.

B. HTML Inputs

Exercice 6. Create an HTML page only containing an input field for a name, a button labelled "Greet" and an empty div-Container for the Output. When pressing on the button, the following text shall be shown in the div-Container: "Hello, [name]! Have a nice day!"

Exercice 7. Create an HTML page with three input fields where the user can enter an integer, a button labelled "Calculate" and an empty div-Container. When the button is pressed, the average of the three numbers shall be displayed.

Exercice 8. In this task, the user can select one of three predefined PS4 games to be the best game of 2020. When clicking on one of the games, the selected game is displayed with a green frame. Only

the selected game gets such a frame. Use the following CSS code to enlarge the image that the cursor is currently pointing to:

img{height:300px;cursor: pointer;}

img:hover{height:350px;}













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Exercice 9. Create a similar webpage as in the previous exercise where the user can select one of three payment methods. The selection is done using a blue background colour. The first payment method shall be selected by default.

Exercice 10. Create a copy of your previous solution. Extend it with two input fields, one for a name and one for a price, and a button "Pay". By clicking on the button, the website shall show a payment summary.

Please choose a payment method:



Name: Mickey
Price: 19.90
E-Mail: mickey@disney.com
Please choose a payment method:



Hi Mickey, an invoice of 19.90€ will be send to mickey@disney.com. Thanks for the order!

