

# JS Advanced: Exam 19 December 2016

Problems for exam preparation for the ["JavaScript Advanced" course @ SoftUni](#). Submit your solutions in the SoftUni judge system at <https://judge.softuni.bg/Contests/375/>.

## Problem 1. Move Towns Up / Down (Simple DOM Interaction)

You are given the following **HTML code**:

move-up-down.html

```
<!-- JS Advanced Exam @ SoftUni - 19-Dec-2016 -->

<!DOCTYPE html>
<html>

<head>
  <meta charset="UTF-8">
  <title>Move Up / Down</title>
  <style>
    select { width: 70px }
    .block { display: inline-block; vertical-align: top }
    #btnUp { display: block; margin-top: 18px }
    #btnDown { display: block; margin-top: 10px }
  </style>
  <script src="https://code.jquery.com/jquery-3.1.1.min.js"></script>
</head>

<body>

<div class="block">
  <select id="towns" size="5">
    <option>Sofia</option>
    <option>Varna</option>
    <option>Plovdiv</option>
    <option>Ruse</option>
  </select>
</div>

<div class="block">
  <button id="btnUp" onclick="move(-1)">&uarr;</button>
  <button id="btnDown" onclick="move(+1)">&darr;</button>
</div>

<script>
  function move(direction) {
    // TODO: ...
  }
</script>
</body>
</html>
```

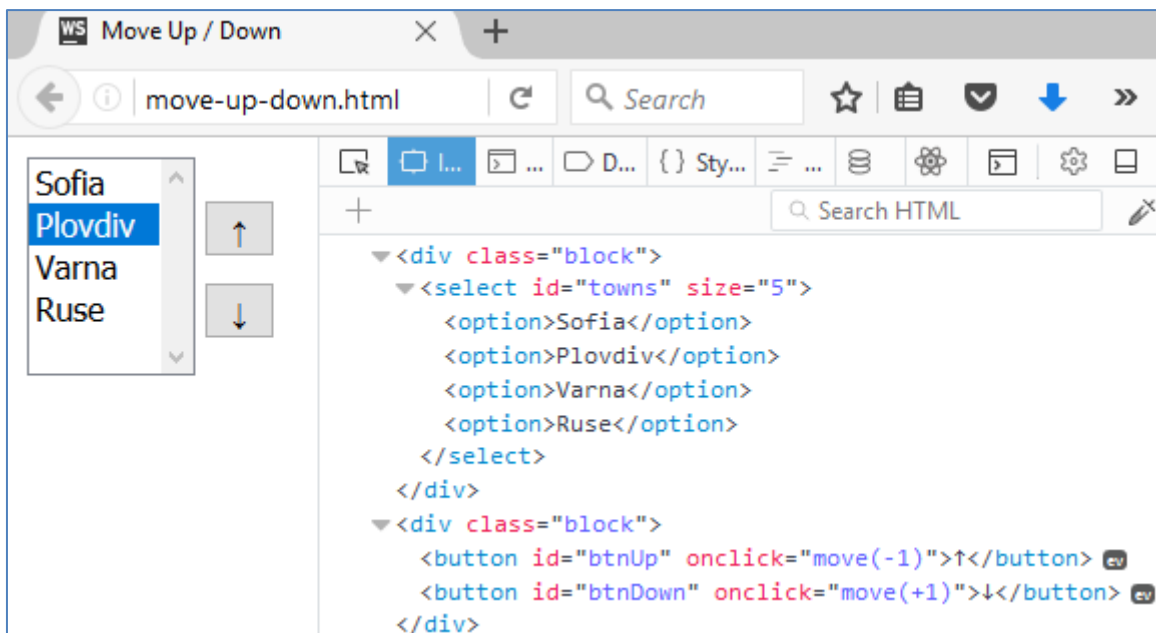
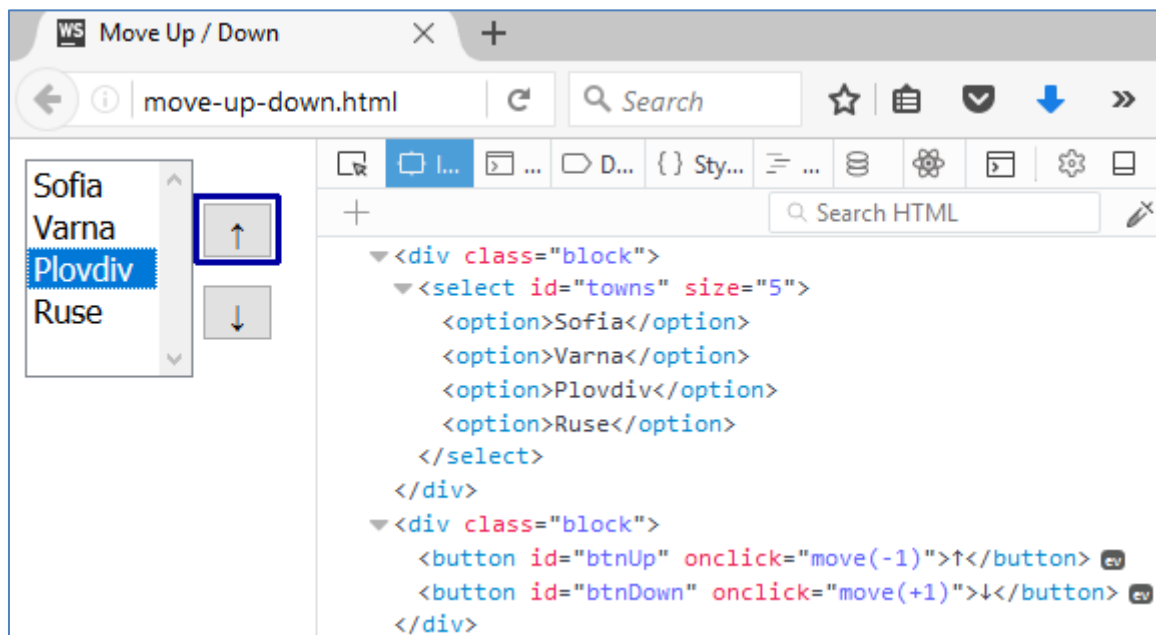
## Your Task

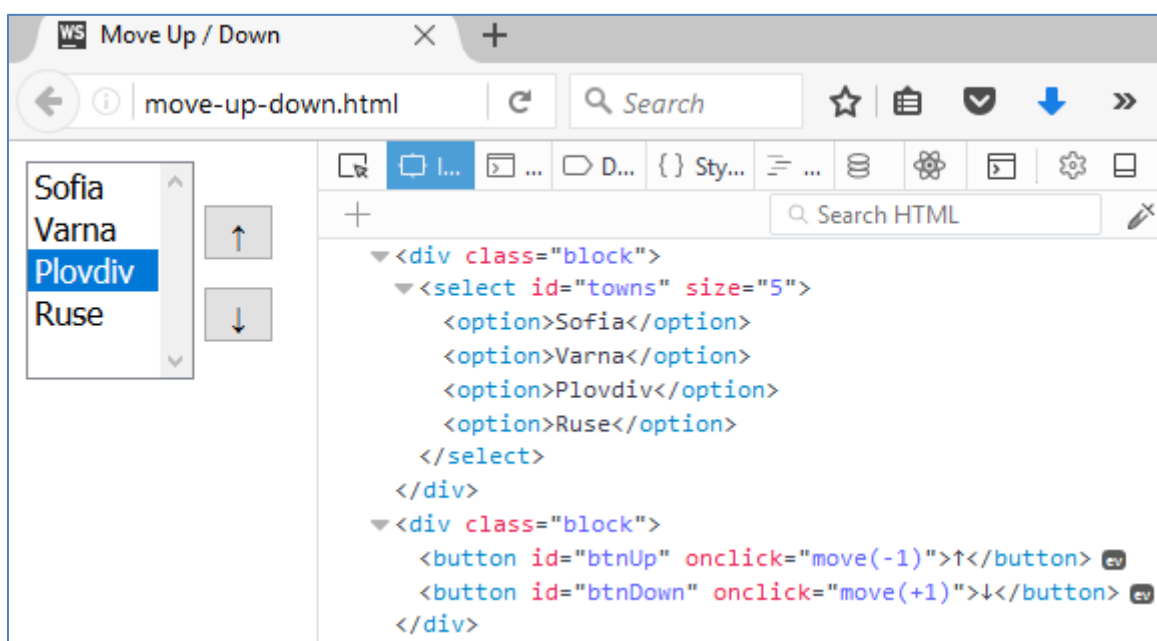
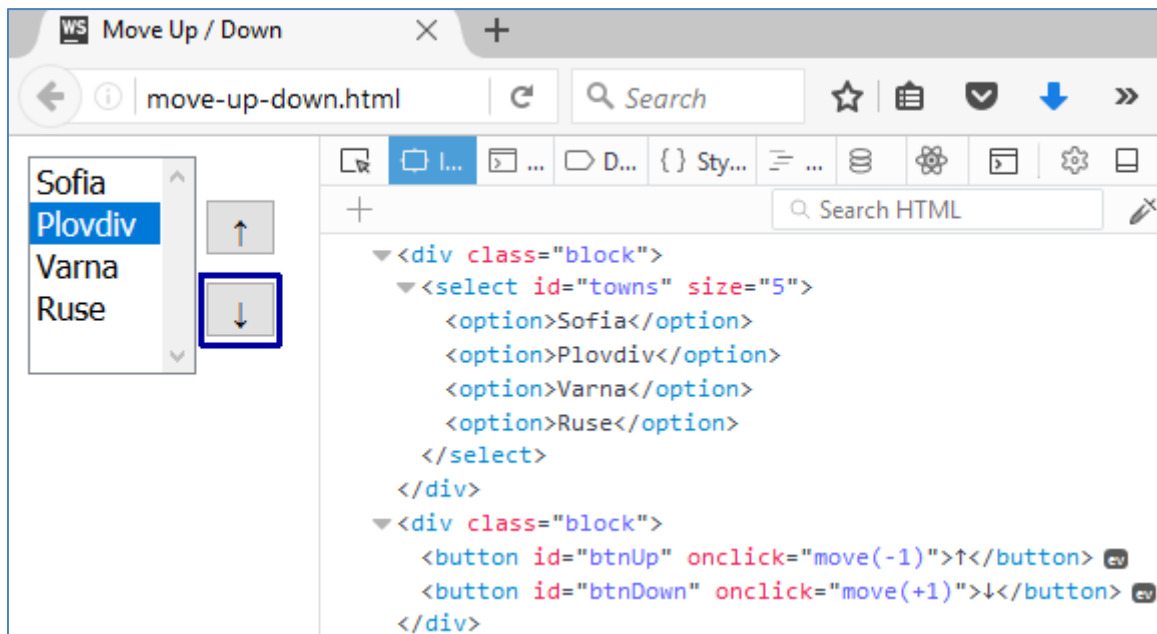
Write the missing JavaScript code to make the **arrow** buttons work as expected.

- The [↑] button **move the selected item** up in the list. If no item is selected, it should do nothing.
- The [↓] button should **move the selected item** down in the list. If no item is selected, it should do nothing.

**Note:** When an item is selected, it has the property **selected**.

## Examples





## Submission

Submit your `move()` function as "JavaScript code (DOM unit tests)".