1. Start with this HTML and save it as "aboutme.html":

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8"/>

<title>About Me</title>

</head>

<body>

<h1>About Me</h1>

<ul>

<li>Nickname: <span id="nickname"></span>

<li>Favorites: <span id="favorites"></span>

<li>Hometown: <span id="hometown"></span>

</ul>

</body>

</html>

* Add a script tag to the bottom.
* Change the body style so it has a font-family of "Arial, sans-serif".
* Replace each of the spans (nickname, favorites, hometown) with your own information.
* Iterate through each li and change the class to "listitem". Add a style tag that sets a rule for "listitem" to make the color red.
* Create a new img element and set its src attribute to a picture of you. Append that element to the page.

1. Keep track of which books you read and which books you want to read.

* Create a webpage with an h1 of "My Book List".
* Add a script tag to the bottom of the page, where all your JS will go.
* Create an array of books.
* Iterate through the array of books. For each book, create a p element with the book title and author and append it to the page.
* **Bonus**: Use a ul and li to display the books.
* **Bonus**: add a property to each book with the URL of the book cover, and add an img element for each book on the page.
* **Bonus**: Change the style of the book depending on whether you have read it or not.

1. Here is a sample html file with a submit button. Write a JavaScript function to get the value of the href, hreflang, rel, target, and type attributes of the specified link.

<!DOCTYPE html>

<html><head>

<meta charset=utf-8 />

</head>

<body>

<p><a id="w3r" type="text/html" hreflang="en-us" rel="nofollow" target="\_self" href="https://www.w3resource.com/">w3resource</a></p>

<button >Click here to get attributes value</button>

</body></html>

1. Write a JavaScript function to add rows to a table. Sample HTML file:

<!DOCTYPE html>

<html><head>

<meta charset=utf-8 />

<title>Insert row in a table - w3resource</title>

</head><body>

<table id="sampleTable" border="1">

<tr><td>Row1 cell1</td>

<td>Row1 cell2</td></tr>

<tr><td>Row2 cell1</td>

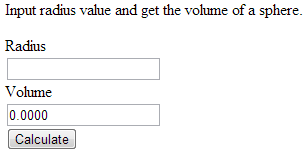
<td>Row2 cell2</td></tr>

</table><br>

<input type="button" value="Insert row">

</body></html>

1. Write a JavaScript program to calculate the volume of a sphere. Sample Output of the form:



1. Write a JavaScript program to highlight the bold words of the following paragraph, on mouse over a certain link. Sample text:

**We** have just started this **section for the users** (beginner to intermediate) who want to work with various **JavaScript problems and write** scripts online to test their **JavaScript** skill.

1. Write a JavaScript program to get the width and height of the window (any time the window is resized).
2. Know how to traverse the DOM using JavaScript provides a foundation to altering an HTML page in real time. Using the HTML markup in Listing 1, perform these tasks:

* Use the firstChild property to access an element.
* Use the lastChild property to access an element.
* Use the nextSibling property to access an element.
* Use the previousSibling property to access an element.
* Use the parentNode property to access an element.
* Use the childNodes property to access a group of child elements.

**Listing 1**. HTML markup for the traversing the DOM exercise:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>JS DOM</title>

</head>

<body>

<div id="page">

<div id="header">

<h1 id="title">

Page Title

</h1>

</div>

<div id="content">

<h2>Content Title</h2>

<p>Some copy goes here</p>

<p>Some copy goes here</p>

</div>

</div>

</body>

</html>

1. Continuing to use the markup in Listing 1, perform the following tasks:

* Retrieve the value of a node using nodeValue.
* Change the value of a node using nodeValue.
* Retrieve the value of a node attribute.
* Change the value of a node attribute.

1. Now that you know how to traverse the DOM and alter node values, the next logical step is to learn how to add, remove, and replace nodes. Perform the following tasks:

* Use the appendChild method to add a node.
* Use the insertBefore method to add a node.
* Use the removeChild method to remove a node.
* Use the replaceChild method to replace a node.