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IST 263: Intro to JavaScript

Shell game with alert boxes

[ist263](https://github.com/wchen59-su/ist263)/[lab11](https://github.com/wchen59-su/ist263/tree/main/lab11)/**lab11\_practice.html**

Shell games with messages displaying in browser

[ist263](https://github.com/wchen59-su/ist263)/[lab11](https://github.com/wchen59-su/ist263/tree/main/lab11)/lab11\_preview.html

* 1. Our shell game is very basic. What functionality do we need to add to make it more like a real game? List at least 3 improvements. I'm not looking for code here just your thoughts.
* Include a little object inside of the walnut, similar to putting a candy inside solo cups and then shuffling them and having the user guess which cup has the candy.
* Some animation would be nice to make the winning walnut pop out a little bit
* Perhaps some background color on the walnuts themselves
  1. In lecture and lab, we talked about the events: onclick, onblur and onload. Pick one of the other events in the list above and give me a scenario for how you could see it used on a web page.

I would use the onmouseover event for the walnut game to make it more interactive. For example when the mouse is over a walnut, have the walnut shake or have a text underneath that says “are you sure?” or “is it this one?”

* 1. On this week's lecture slides, slide 7 lists example uses for JavaScript. What is another use for JavaScript? Some research will be needed.

You can use javascript to create web games and mobile applications