1. Create a new page that has a button (Start clock), that showing alert saying "Clock Started" and displays clock with current time in local format (time only without date) in a div updated every second.

a. Handle the onclick event of the (start clock) button using JavaScript (Not in the input tag).

b. Stop the clock when user clicks (alt + w) letter, and show alert saying "Clock stopped".

2. Photo gallery with Next, Previous and Slideshow.

- Next goes to next pic and stops when reaching last image
- Previous goes back to previous image and stops when reaching first image
- Slideshow will circulate, i.e. when reach last image is should continue displaying staring from first image
- Stop will stop slideshow behavior.
- Let the delay between every to image lasts 2 seconds
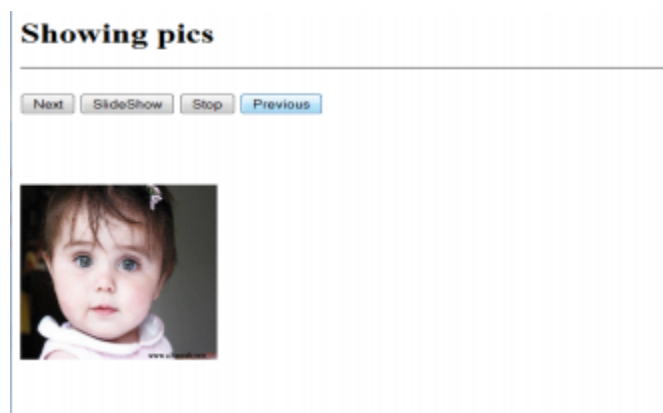
3. Create an animation on the page that makes an orange marble move to the next location in the line every second. Allow the user to stop the animation by placing the cursor on any marble.

The animation will restart again once the user removes the cursor from that marble. Add your own interesting feature to the script that tinkers with the speed or location of images

A.4.Memory Game (Bonus)
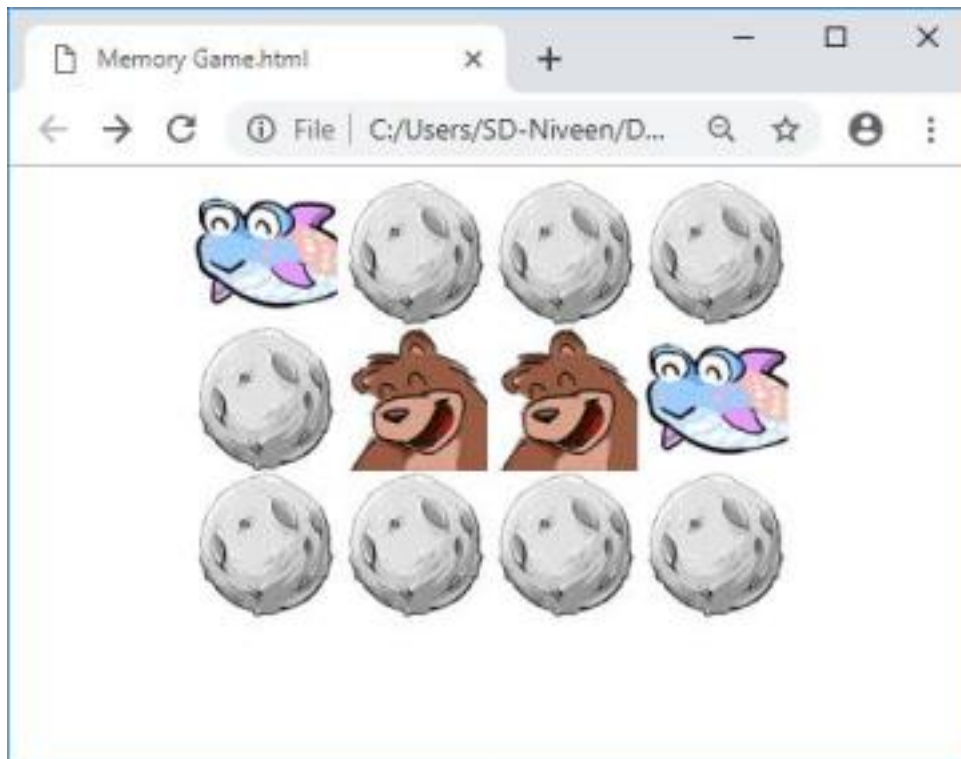
B.1. Window Object

1. Write a script that shows a "typing message" appearing in a new child window. The new window should close after few seconds of displaying your message.

B.2. Location Object

1. Make your own welcoming page of a registration form to display a greeting for the user by his name, then show a display of his info (address, gender, email, mobile).

Note: The welcoming page is the page that should be displayed after registration.

The registration form should contain fields for name, email, mobile, gender, address

and show "timeout" that fires after 30 seconds if the user hasn't entered any data