Js day 7

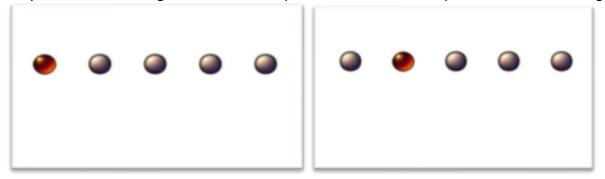
DOM

- 1. 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



2. 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 a 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



B. Event Object

3. Alert ASCII Code of any key pressed and detect whether it is alt key or ctrl key or shift key.

- 4. Make your own input type number that accepts numbers only.
- 5. Create a simple form with Add and Reset buttons takes user's information (name age and email) with validation for each field and all fields are required.

Every time the user enters a right data and press Add button the data is displayed in the table as shown in fig 3







C. BOM

C.1. Window Object

6. Create a parent window that opens a child window. The new window should close after 5 seconds.

D.1 Location Object

7. 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

A.4. Memory Game (Bonus)

