**Practice Day 5**

1. Add to the project called Practice Level 2.

2. Create a file called day5.html and add boilerplate code.

3. Add a form with a dropdown to choose either multiple or Boolean.

4. Create a file called day5.js and link it to day5.html.

5. Add a function called handleSubmit to process the form.

6. Let the function display the value and “selected” property of each dropdown option.

7. To the form, add a number input with value=“1” min=“1” max=“3”.

8. Above handleSubmit, create a class called Trivia with amount=1 type=“”.

9. In handleSubmit, create a new Trivia object.

10. Let the object’s amount be the value in the number input.

11. Let the object’s type be the value of the selected dropdown option.

12. Create a string with the base URL “<http://opentdb.com/api.php>”.

13. Add to the URL the key/value pairs from the trivia object.

14. Fetch from the URL and process the results.

**Practice Day 4**

1. Add to the project called Practice Level 2.

2. Create a file called day4.html and add boilerplate code.

3. Add a form with 4 radio buttons (only 1 selectable) to choose a color.

4. Create a file called day4.js and link it to day4.html.

5. Add a function called handleSubmit to process the form.

6. Let the function individually display the “checked” property of each radio button.

7. To the form, add 4 more radio buttons to choose an animal.

8. To handleSubmit, add a loop to display the “name” property of each input in the form.

9. To the form, add 4 more radio buttons to choose a data type.

10. To those radio buttons, add a value attribute that describes each data type.

11. To handleSubmit, add a loop to display the value of each input in the form.

12. To the other radio buttons, add a value attribute that describes them.

13. To handleSubmit, add a loop to only display the value of checked radio buttons.

14. To handleSubmit, add a loop to only display the value of the checked data type.

**Practice Day 3**

1. Add to the project called Practice Level 2.

2. Create a file called day3.html and add boilerplate code.

3. Add a Bootstrap grid system with 1 row and 3 columns with text in each column.

4. Add buttons that run each function below.

5. Create a file called day3.js and link it to day3.html.

6. Add a function called practice1.

7. Let it display a Bootstrap grid system with 1 row and 3 columns with text in each column.

8. Create a function called practice2.

9. Let it display a Bootstrap grid system with 1 row.

10. Use a loop to add 3 columns with text in each column.

11. Create a function called practice3.

12. Add a loop to display a Bootstrap grid system with 3 rows.

13. Use a loop to add 3 columns to each row.

14. Let each column contain some text.

**Free APIs**

•<https://free-apis.github.io>

**Practice Day 2**

1. Add to the project called Practice Level 2.

2. Create a file called day2.html and add boilerplate code.

3. Add buttons that run each function below.

4. Create a file called day2.js and link it to day2.html.

5. Add a function called practice1.

6. Add an object with an array inside of it.

7. The array should have a string, number, and Boolean values.

8. Manually display each value of the array that’s inside of the object.

9. Create a function called practice2.

10. Add an object with 3 properties that contain an array.

11. Each array should have a string, number, and Boolean values.

12. Use a loop to display each value of each array inside the object.

**Practice 1**

1. Create a new project called Practice Level 2.

2. Create a file called day1.html and add boilerplate code.

3. Add buttons that run each function below.

4. Create a file called day1.js and link it to day1.html.

5. Add a function called practice1.

6. Add an object with a string, number, and Boolean properties.

7. Display each property of the object.

8. Create a function called practice2.

9. Add an array with a string, number, and Boolean values.

10. Use a loop to display each value in the array.

11. Create a function called practice3.

12. Add 3 objects with 3 properties each and put them in an array.

13. Use a loop to display each property in each object in the array.