

JS Homework 2

Due Sunday at midnight

Note: all of these javascripts can be done in the same html page. You can either put `<script>` and `</script>` around each individual problem, or you can just put it around all the problems, and just keep adding to the javascript you created for the first problem.

You may do this lab with a partner, or you may do it alone. If you choose to do it with a partner, make sure both names are on the lab. Only one person needs to turn in the lab. Regardless of your partner's participation, you are responsible for completing the lab and turning it in on time.

Make sure you review and understand the material covered in the powerpoints in class.

Hints for problems encountered:

- a. If nothing is working, there's probably a typo you'll have to find.
 - i. Look for capital letters where there should be a small one, and vice versa
 - ii. Look for missing `"` (if you open it, you must close it)
 - iii. Same with `{` and `}`
 - iv. Same with `(` and `)` – for every one of the first, you must have one of the second.
 - b. Finally, make sure your html is valid (again, if you opened a tag, you should close it)
1. (2 pts) Write a web page (or add to your existing web page) a script that contains an array of insulting sentences. Now generate a random number between 0 and the length of the array. Use the confirm box to ask, "Want to know what I think?" If the user clicks "ok" use `document.write` to write out the insult in the array corresponding with the random number. If the user clicks "cancel", use `document.write` to say, "Honestly, I like you."
 2. (4 pts) Write a web page (or add a script to the current web page) with an array of colors. You may either use hex numbers or basic color names (nothing exotic, or the browser won't know it).
 - a. Now create a second array, this time of border styles (solid, dashed, etc.).
 - b. Generate a random number between 0 and the length of this first array.
 - c. Generate a second random number, this time between 0 and the length of this second array.
 - d. Use `document.write` to create a new header, with a border that's 10px wide, the border color of the random number in the first array and the border style of the random number in the second array.
 3. (4 pts) Write a web page, or modify your existing web page so that the html part contains an image, with the width and height set appropriately.
 - a. Create a script with a prompt, "Do you want to see a cat or a dog?" (You can pick the things you want to give the user a choice of seeing – it doesn't have to be a cat or a dog).
 - b. Depending on their answer, use `getElementById` to change the image to a cat or a dog (or whatever you chose), along with adjusting the width and height to be appropriate to the new image.

4. (4 pts) Write a web page with the html part containing an image on it (or alter the current web page so that it contains an image.)
 - a. Then write a script that contains an array of pictures.
 - b. Create a second array with appropriate alt tag sayings corresponding to the images in the first array (e.g., if `firstarray[1]="zombies.jpg"`, `secondarray[1]` should be set to "a picture of a bunch of zombies searching for brains". This second array should be the same length as the first array
 - c. Now, inside the script, generate a random number between 0 and the length of the array.
 - d. Use **getElementById** to change the web page's image to show the picture at the random number in the array, and change the alt tag of the image as well (you check this by running your pointer over the image – it should show up.)
5. (4 pts) Write a web page (or modify your existing web page) so that it contains an unordered list of 3 items (you choose the topic – maybe a playlist, or books, or anything you want).
 - a. In your script, create an array of at least 6 items on a topic of your choice – it can be the same topic as the original list in the page, or on a new topic
 - b. Use the confirm box to ask, "Generate a new list?"
 - c. If the user clicks "ok", generate 3 random numbers between 0 and the length of the array. Use an if condition to check to make sure each random number is unique (you want each of the 3 random numbers to be different.)
 - d. Now use innerHTML to modify your list to hold 3 new items from the array, based on the random numbers generated.
6. (2 pts) In your web page, create a paragraph with an id. Inside the paragraph, include a link to the spca. The link should not have an id.
 - a. Now create a script. In the script, use a confirm box to ask, "Change link?".
 - b. If the user clicks "ok", change the link to be to the humane society.
7. (5 pts) Write a web page (or modify the existing web page) that has a paragraph with an id. Make the paragraph's content be on anything at all, but make it be a couple of sentences long. Now use a prompt to ask the user, Night or Day? If the user picks Night, change the paragraph to reflect a night theme. Change the border to be a night color, add a background image (that reflects a nightly theme – maybe ghosts or stars or a moonlit sky), add some padding so the background image will show up, and change the paragraph's font color to be appropriate to the background image (meaning, change the color to be something readable). If the user picks Day, change the paragraph to reflect a Day theme, with a bright background image (maybe a grassy field or flowers or a sunny sky), change the border to be something that complements the day theme, add some padding, and change the font color.