



LIVION

Javascript exercises

Version 1.0

JavaScript exercise 1

Create a following HTML5 web application

- Has 10 different bird names as strings inside an array
- Shows the names on screen one at a time
- User needs to press the first letter of the name from keyboard, then the last, then the first again etc
- When user presses the right key, ALL occurrences of that letter are removed from the string
- when all letters from the word have been removed the program shows the next word
- Try to make the UI design nice and simple

Useful links:

https://developer.mozilla.org/en-US/docs/Web/API/Document/keydown_event

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Array

JavaScript exercise 2

Create a following HTML5 web application

- UI has an "ADD" button which creates a pop-up form to enter following information
 - Question for The Guru (text field)
 - Category (select menu with options "HTML", "CSS", "JS")
 - SAVE and CANCEL buttons
- If user saves the entry it is stored in local storage including the date of the entry.
- When there are entries available they are shown on screen in a scalable grid layout with the latest ones on top and oldest on bottom
- Create a select menu to filter the shown entries by category

Useful links:

<https://developer.mozilla.org/en-US/docs/Web/API/Window/localStorage>

https://developer.mozilla.org/en-US/docs/Web/CSS/CSS_Grid_Layout

JavaScript exercise 3

Create an emoji generator for De Vaja

- Draw an 8 x 8 virtual led screen with HTML5 Canvas API
- Leds can be set on and off by clicking on them
- If user presses SAVE button they are asked to give a name for the emoji
- Saved emojis are stored in an online database
- All saved emojis are shown below the virtual led screen in a grid layout
- Who knows - maybe your cool emoji design will be featured on new De Vaja videos!

Useful links:

<https://firebase.google.com/>

https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API