

Challenge Tasks

Online code editor

In the video lesson we have used vscode to code the first ball.

However, you can complete the challenge right here on this webpage using our online code editor.

The online-code-editor already contains the code that has been developed during the lesson and is the starting point for the challenge.

If you need any help or some guidance you can use the contact us button and we'll reach out to you 😊

Preparation – Take a deep breath

- Play with the project – and it's different tabs in the code editor.
- Review the code and understand it
- There are 4 ball-challenges for you to solve

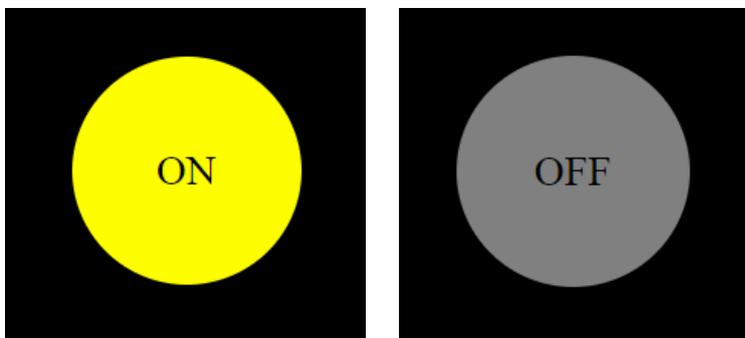
Ball 1 – Improve the original ball

- When the ball size is **250** the color of the text in the ball should appear in **orange**
- See if you can add a gray border to the ball
(HINT: search for *CSS border*)

Ball 2 – On/Off

This ball switches between two states: ON/OFF:

- First click change the ball text to **ON** and its color to **yellow**.
- Second click change the ball back to **OFF** and its color to **gray**.



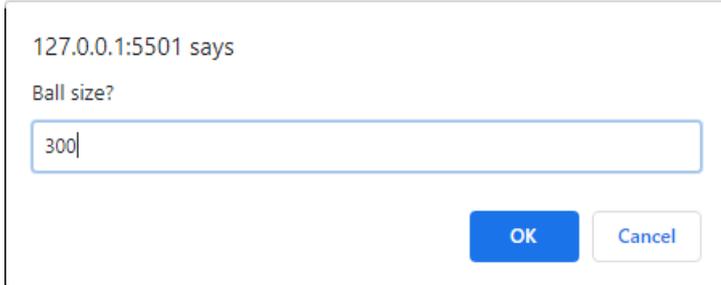
HINT: you can check if the innerText of the ball is OFF and change it to ON (and vice versa)

PRO: you can use a boolean variable

Ball 3 – Prompt

When clicking on this ball, we ask the user for a number and use it to resize the ball.

- Get the size from the user by using the `prompt()` function
- Change the size of the ball
- If the size is bigger than 1000 use the **`alert()`** function to show a message to the user: **Too Big!**

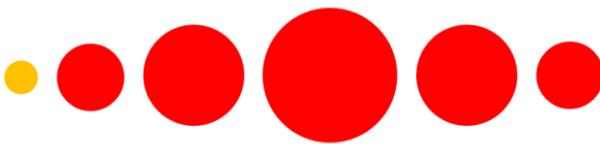


Bonus

Remember Ball 2? Lets make the ON/OFF switch affect the Ball 3 behavior so that if Ball2 is OFF then Ball3 does not react to clicks

Ball 4 – Grow/Shrink

- When the ball reaches the size of **400**, every click will shrink its size.
- When the ball size reaches **100**, it again starts to grow
- So, with the clicks, ball size goes like this:
- 100, 150, 200, 250, 300, 350, 400, 350, 300, 250, 200, 150, 100, 150, 200



HINT: Instead of using a fixed grow value (50) like we did in ball1, we will use a variable: `ball4SizeStep` and change its value between 50 and -50 accordingly.

Get yourself ready

The course is intensive, and it is important to prepare.

The best way to get ready is to start learning and practice the seven tools of the developer.

We've made you a [special playlist from Yaron](#) that will help you getting ready.

Additionally, here is a list of resources that you can use to expand your knowledge:

Javascript

- <http://www.w3schools.com/js>
- https://developer.mozilla.org/en-US/Learn/Getting_started_with_the_web/JavaScript_basics
- <https://frontendmasters.com/courses/javascript-basics/>
- <https://teamtreehouse.com/library/javascript-basics>
- <https://www.codeschool.com/learn/javascript>

HTML

- <http://www.w3schools.com/html/>
- <https://developer.mozilla.org/en-US/Learn/HTML>

CSS

- <http://www.w3schools.com/css>
- <https://developer.mozilla.org/en-US/Learn/CSS>