

EE4216 Tutorial 3 – JavaScript and DOM

Objectives:

- Learn to use JavaScript to manipulate HTML DOM and handle events
- Learn to fetch JSON data with Fetch API
- Perform more complicated game logic with JavaScript

1. Write a JS script that allows you to append or remove items to an existing HTML list. The HTML template *list.html* is as follows.

Click To Add

Click To Remove

- Item 1
- Item 2
- Item 3

A list of space-separated items can be entered to the input text field. Click the add button to append the items; click the remove button to remove the first item from the list.

Apple Orange Banana

Click To Add

Click To Remove

- Item 2
- Item 3
- Apple
- Orange
- Banana

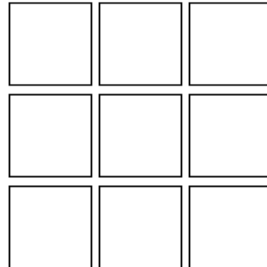
2. A major benefit of using promise is that multiple asynchronous calls can be chained one followed by another without nesting XHR several layers down. Base on the lecture notes' examples, write a JS script to fetch the author's email address (user object) of the 51st post from JSONPlaceholder, using the Fetch API.

JSONPlaceholder provides fake online REST API for testing. Check the usage here:

- <https://jsonplaceholder.typicode.com/>

3. Based on the structure of the HTML page *tictactoe.html*, complete the logic of the simple Tic-Tac-Toe game. Do not modify any HTML content but just fill in the function `canvasClicked(event)`.

SIMPLE TIC - TAC - TOE!



The HTML contains nine squares of canvas where players can click on it with mouse. The clicked position will display a symbol X or O alternatively to represent the two players. When there are 3 symbols in a row of the same player, that player wins and an alert will be shown as illustrated below. The players are then asked to play again.

SIMPLE TIC - TAC - TOE!



SIMPLE TIC - TAC - TOE!



- END -