

SE 3200: Web Application Development I

Assignment: Fortune Teller

Requirements

- Using JavaScript, create a simple client web application that demonstrates the following:
 - DOM querying: query elements from the DOM as necessary to build a functioning application.
 - DOM manipulation: modify DOM elements as necessary to evolve both the content and style of page elements.
 - DOM insertion: create new DOM elements and insert them into the DOM to generate new page content.
 - Events: use events, such as `onclick`, to make the application functional and interactive.
 - Randomness: integrate an element of randomness into the application, because randomness is funness.
 - Data: integrate some representation of data into the application, using JavaScript arrays and objects to store it.
 - Ajax: use the [Fetch API](#) to retrieve data from a server and represent it within the application.
- Your application should exceed the complexity of the class example, both functionally and visually, and your application should differ significantly from the class example (a Magic 8-Ball).
- Make your application look professional and presentable. Use valid HTML and CSS to structure and style your application.
- No third-party JavaScript or CSS libraries or frameworks may be used without prior instructor permission.

Submission

1. Submit your project using Git and GitHub. Start by creating a repo for this assignment [here](#).
2. Show your completed assignment to the instructor during class or office hours to receive credit.