Week 5 Section QuickCheck

(Midterm Practice)

Given the HTML on this page and JavaScript starter code found on the **back of this page**, finish the JavaScript program that does the following:

- Attaches an event handler to the click of the `#exercise-btn` button

- When clicked, toggles animation of the two ASCII exercisers, each alternating between `ARMS_UP` and `ARMS_DOWN` by changing the content of the `#exerciser-0` and `#exerciser-1 pre` elements.

    - If exercises are not started, start both ASCII exercisers each at a random speed (frame rate) between 1 and 500 ms (inclusive) and change the `#action` text to "Stop"

    - Otherwise, stop both animations, clearing any interval(s) that are defined. Each exerciser should stop with whatever display they had when the button was clicked.

ASCII Gym

```
   o
  /#\
 _|_

   o
  /#\
 _|_
```
[Start those Exercises!]

Initial View Screenshot (not animating)

ASCII Gym

```
  \o/
   #
  _/ \_

  \o/
   #
  _/ \_
```
[Stop those Exercises!]

Animating View Screenshot

```
<!-- Relevant HTML -->
<pre  id="exerciser-0" class="arms-down"></pre>
<pre  id="exerciser-1" class="arms-down"></pre>
<button id="exercise-btn">
  <span id="action">Start</span> those Exercises!
</button>
```

Similar to the upcoming midterm, you may use the `$` function as an alias for `document.getElementById` in your JavaScript if you'd like.

```
function $(id) {
  return document.getElementById(id);
}
```

```javascript
/* JavaScript starting code */

(function() {

  "use strict";
  const ARMS_DOWN = "    o\n" +
                    " /#\\\n" +
                    " _|_\n";

  const ARMS_UP = " \\o/\n" +
                  "    #\n" +
                  "_/ \\_\n";

  // 0. define any other necessary module-global variables here.
  // You may use at most two.



  window.addEventListener("load", initialize);

  function initialize() {
    // start both exercisers in arms down position
    $("exerciser-0").innerText = ARMS_DOWN;
    $("exerciser-1").innerText = ARMS_DOWN;

    // 1. Finish this function!



  });

  // 2. Define any other functions!








  /**
   * Provided function for changing display of the pre element
   * having the given exeriserId.
   */
  function moveAthlete(exerciserId) {
    let exerciser = $(exerciserId);
    if (exerciser.classList.contains("arms-down")) {
      exerciser.classList.remove("arms-down");
      exerciser.innerText = ARMS_UP;
    } else {
      exerciser.classList.add("arms-down");
     exerciser.innerHTML = ARMS_DOWN;
    }
  }
})();
```