

jQuery UI

- 1.** Make a page or section of a page with three tabbed panels, with labels “Prototype”, “jQuery”, and “Dojo”. If you click on “Prototype”, you should see a few headings that say “Here is some cool information about Prototype”. Do something similar for the other two tabs. Embed the panel content right in the page.
- 2.** Make a page or section of a page with four tabbed panels, with labels “1”, “10”, “100”, and “1000”. If you click on any of the tabs, you should see a server-generated random number in that range. Hint: this is super-easy once you recall that `Double.parseDouble` will turn a `String` into a `double` in Java. E.g., `d` is 7.5 below:

```
double d = Double.parseDouble("7.5");
```
- 3.** Repeat the basic idea of problem 1, but use an accordion panel instead of tabbed panels.
- 4.** Make a textfield with a label that says “Choose a Date”. When the user clicks in the textfield, a calendar should pop up.
- 5.** Repeat the previous problem, but add in a pushbutton that sends the date to the server. The server should return a string that says something like “Your trip is confirmed for *some date*”. Insert the server result into the page below the textfield.
- 6.** Make a slider that lets the user select a value from 1 to 100. When the user presses a pushbutton, the slider value should be sent to the server, and a random number in that range should be returned and inserted into the page. You shouldn’t have to change your server-side code from problem 2.