

This is CS50

HTTP

HTML

CSS

JavaScript

HTTP

HTML

CSS

JavaScript

```
$ http-server
```

HTTP

HTML

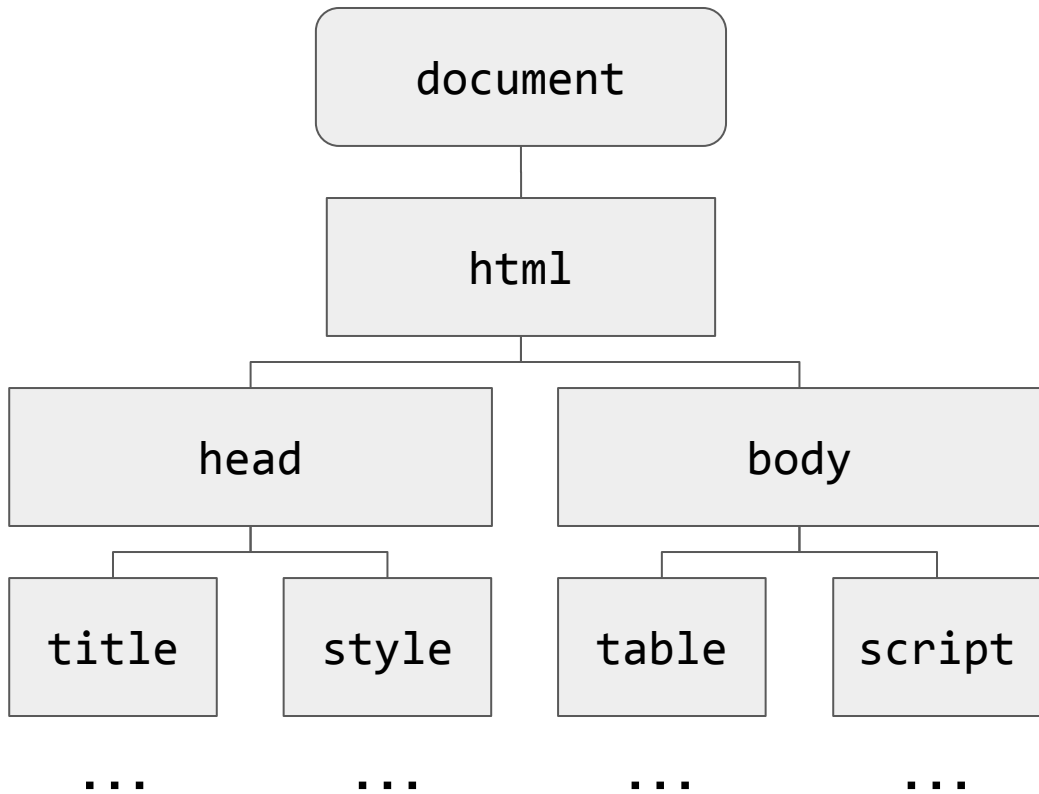
CSS

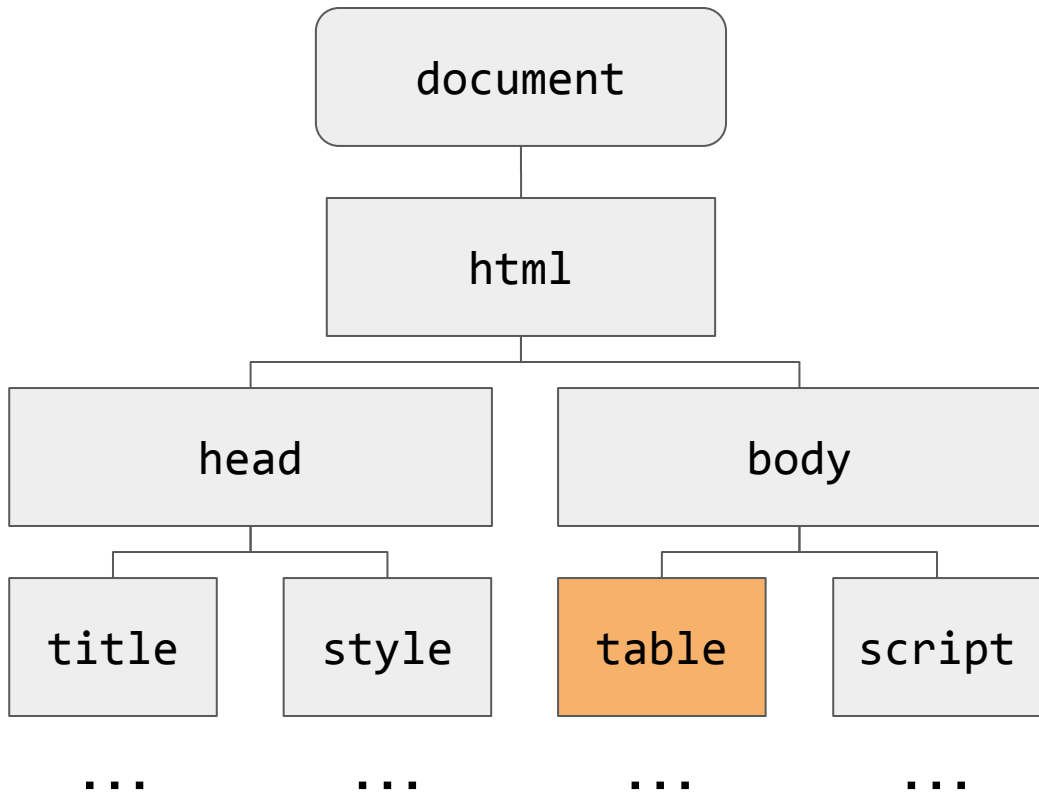
JavaScript

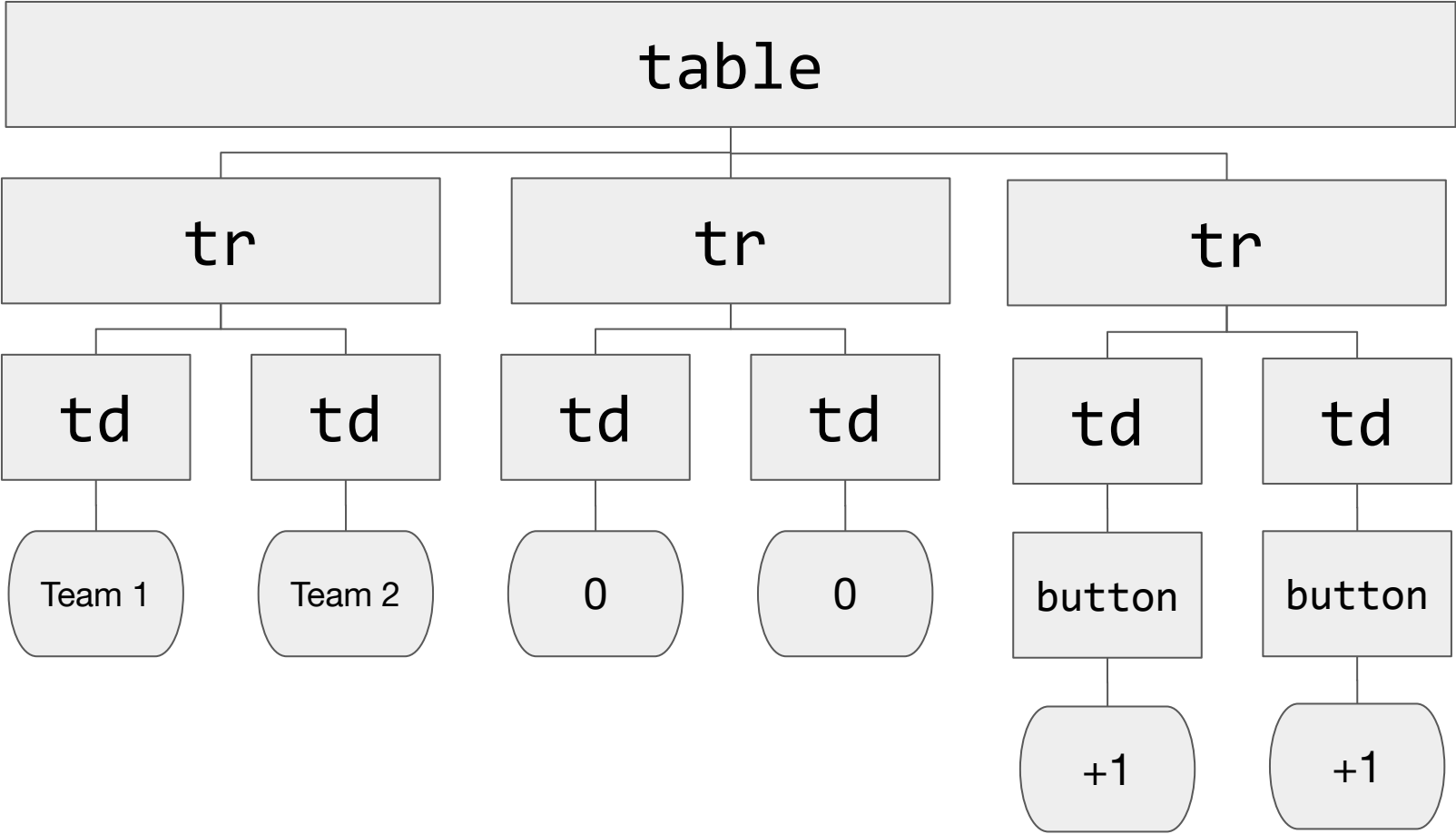
Scoreboard

Download [scoreboard.html](#).

Open the file in [cs50.dev](#) and explore the HTML elements already in the page.







Scoreboard

In **scoreboard.html**, experiment by adding the following elements:

main

header

footer

h1

p

... and others!

HTTP

HTML

CSS

JavaScript

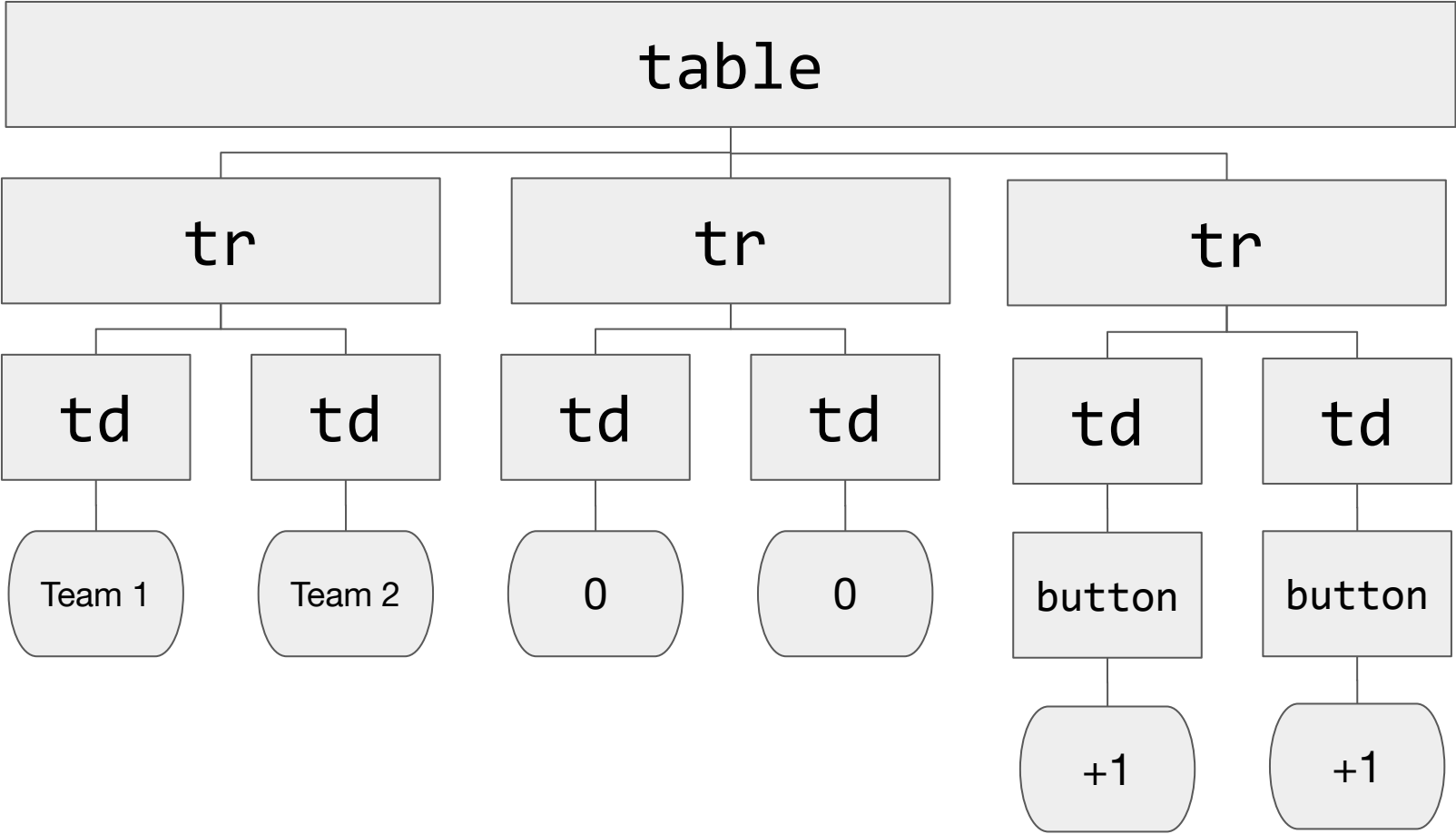
```
selector
```

```
{
```

```
    property: value;
```

```
    property: value;
```

```
}
```

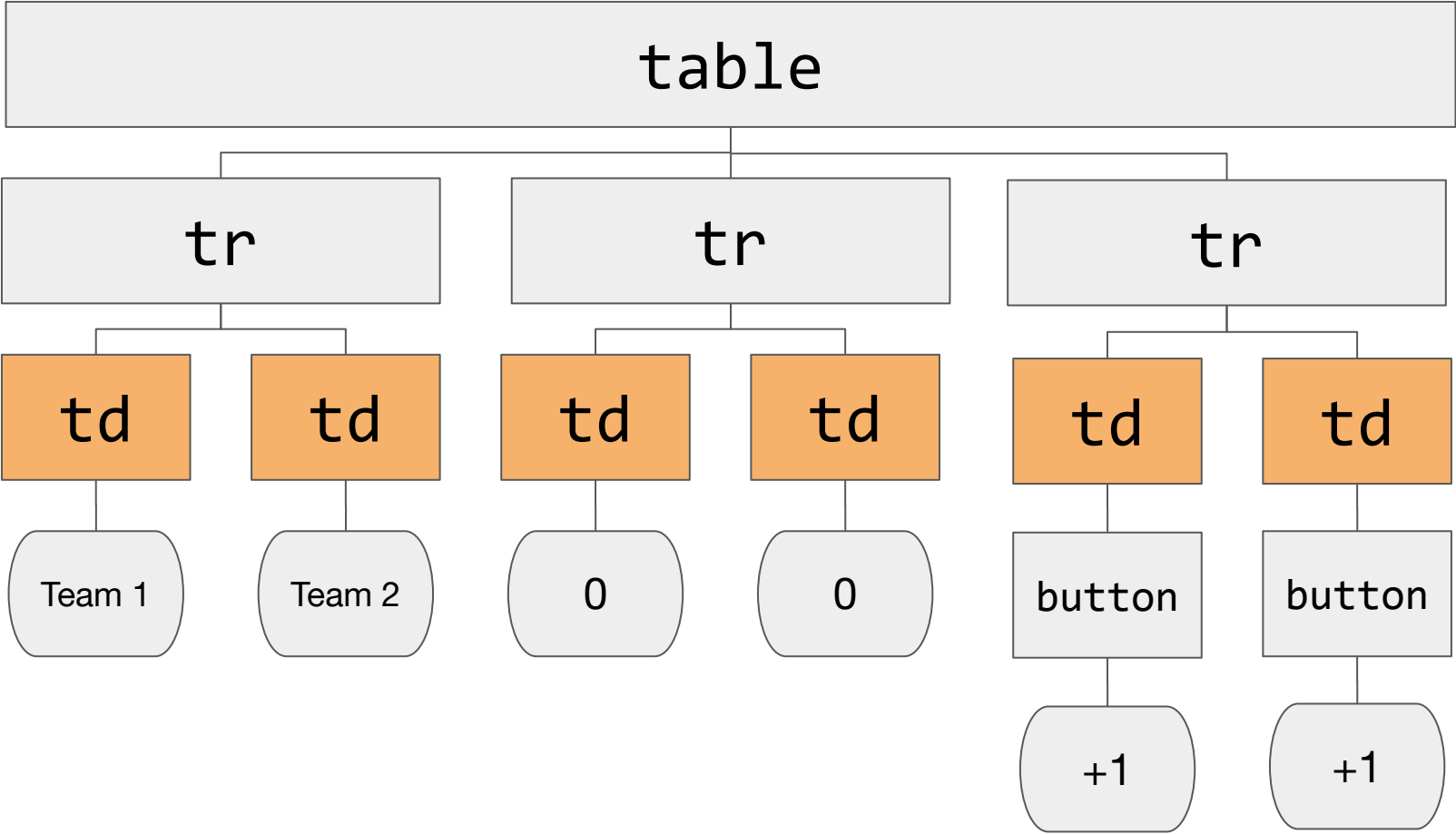


td

{

...

}

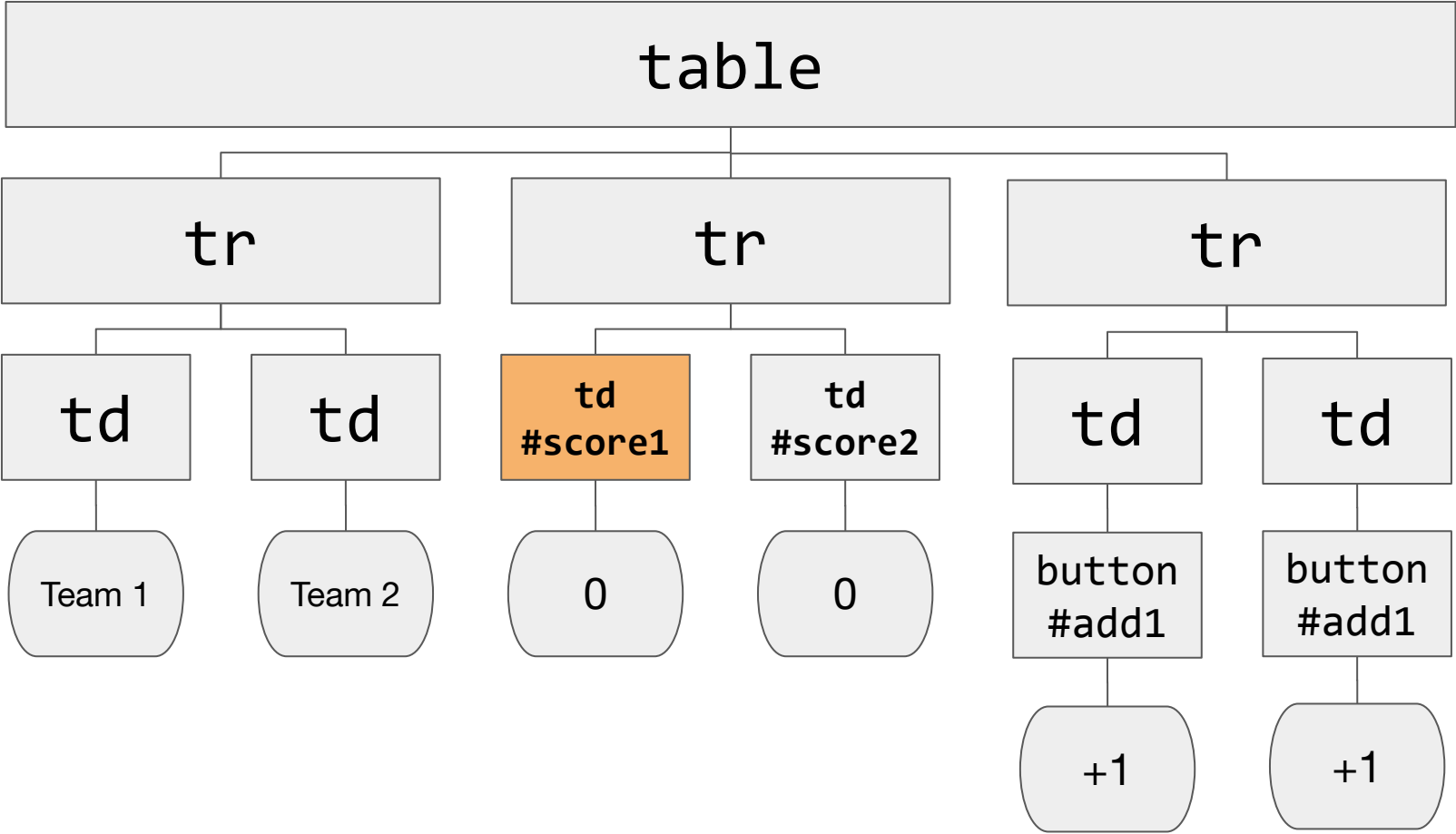


```
#score1
```

```
{
```

```
  ...
```

```
}
```

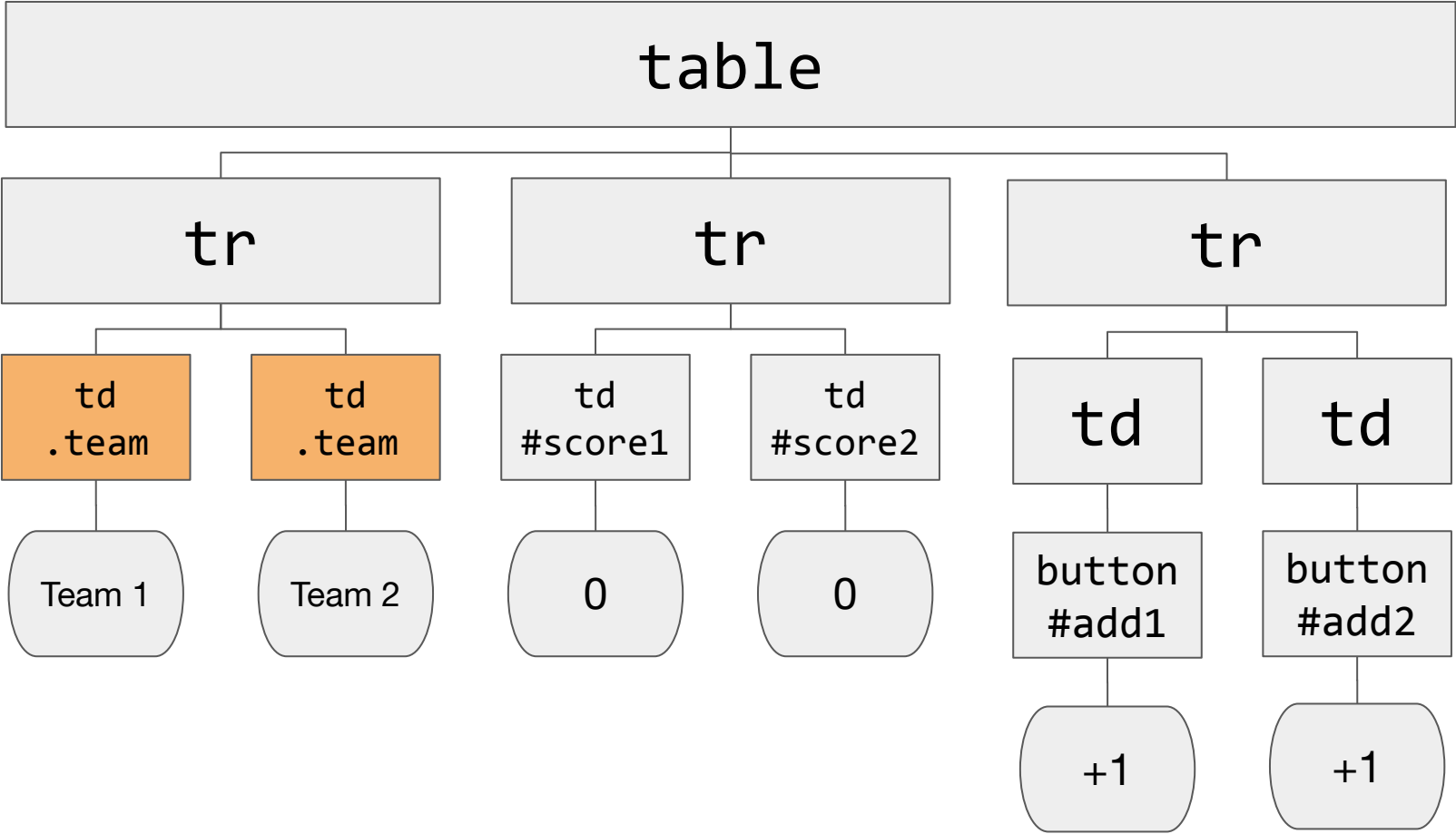



```
.team
```

```
{
```

```
  ...
```

```
}
```



Scoreboard

In `scoreboard.html`, experiment with using an **id selector** and a **type selector**. Try using the following properties, or [go find more yourself!](#)

[color](#)

[background-color](#)

[text-align](#)

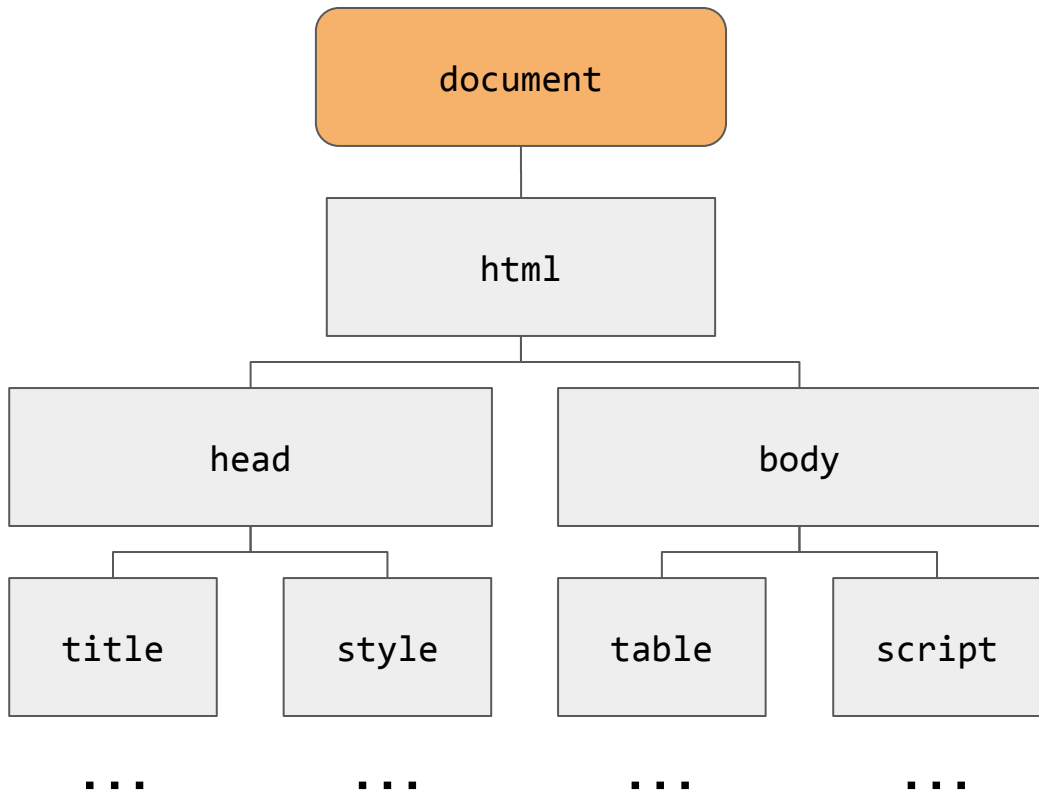
HTTP

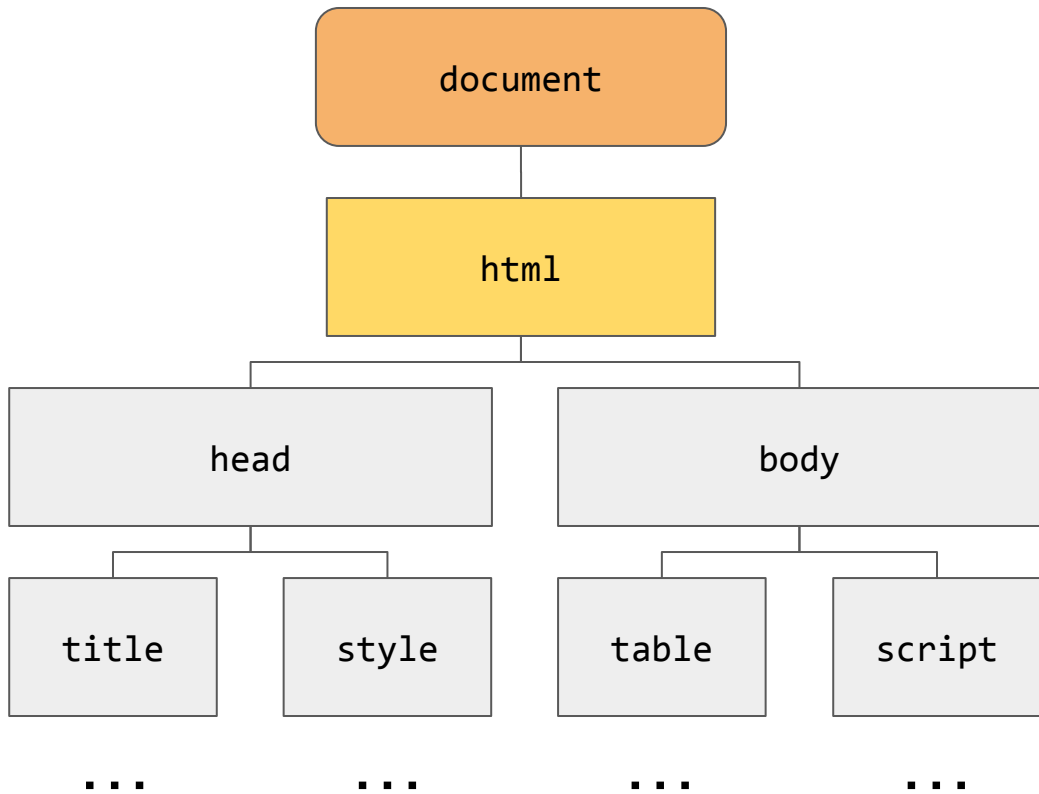
HTML

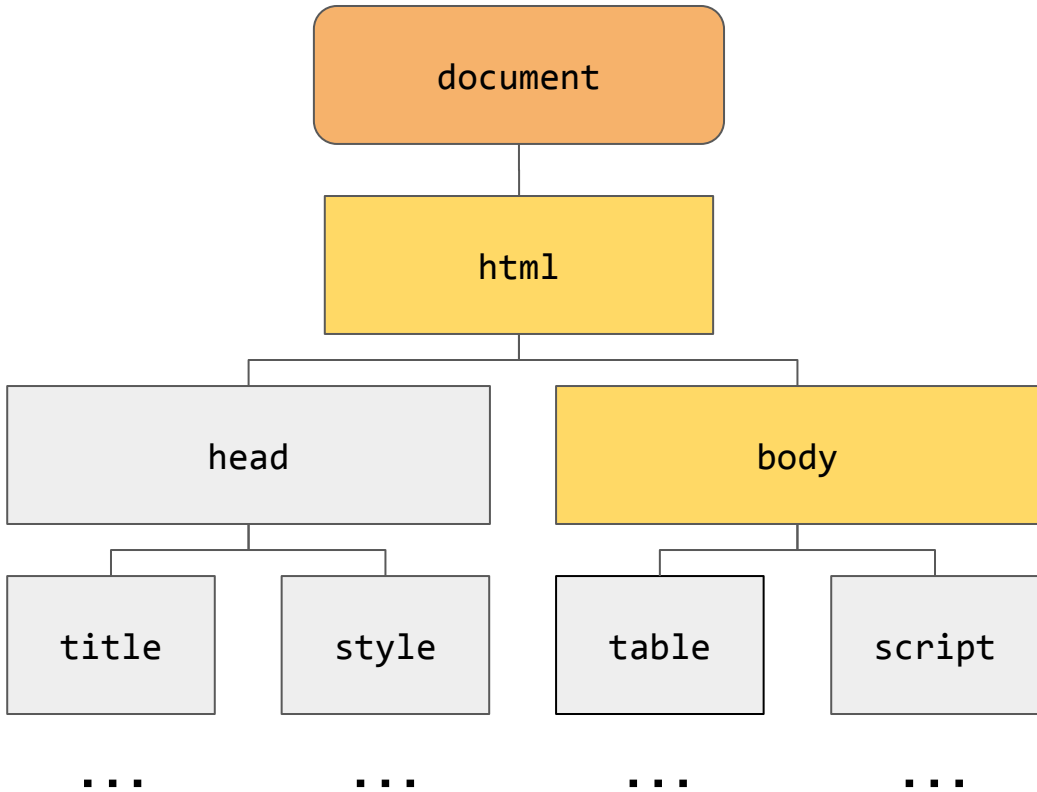
CSS

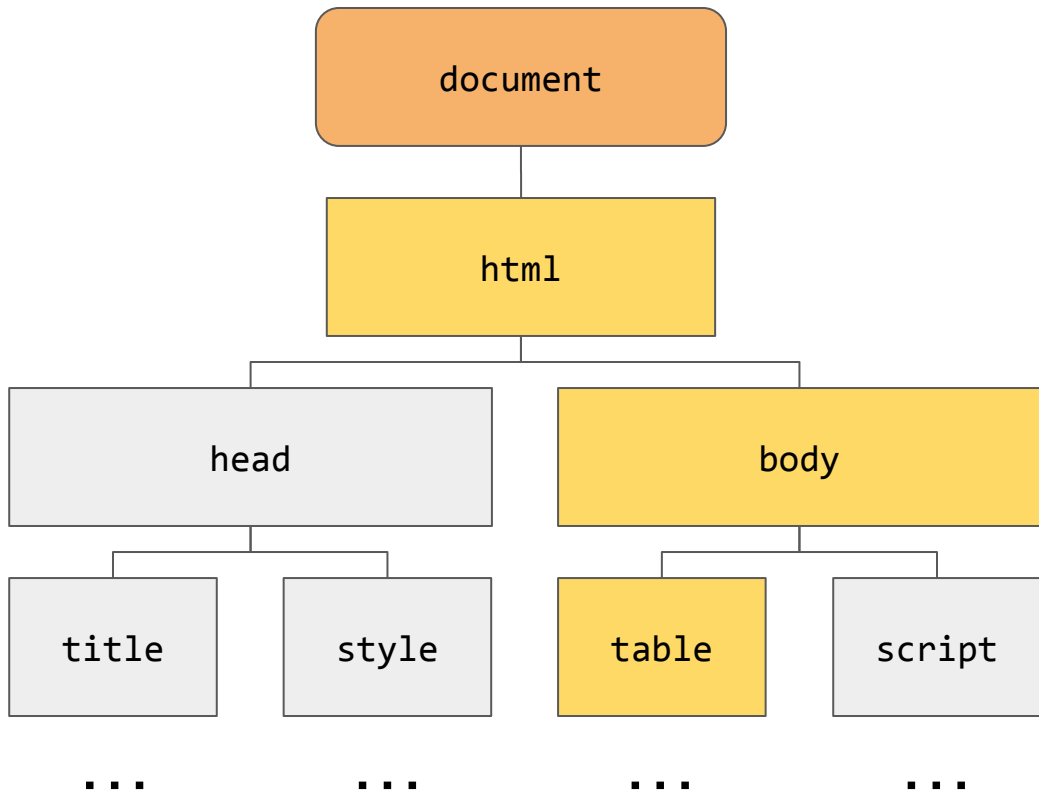
JavaScript

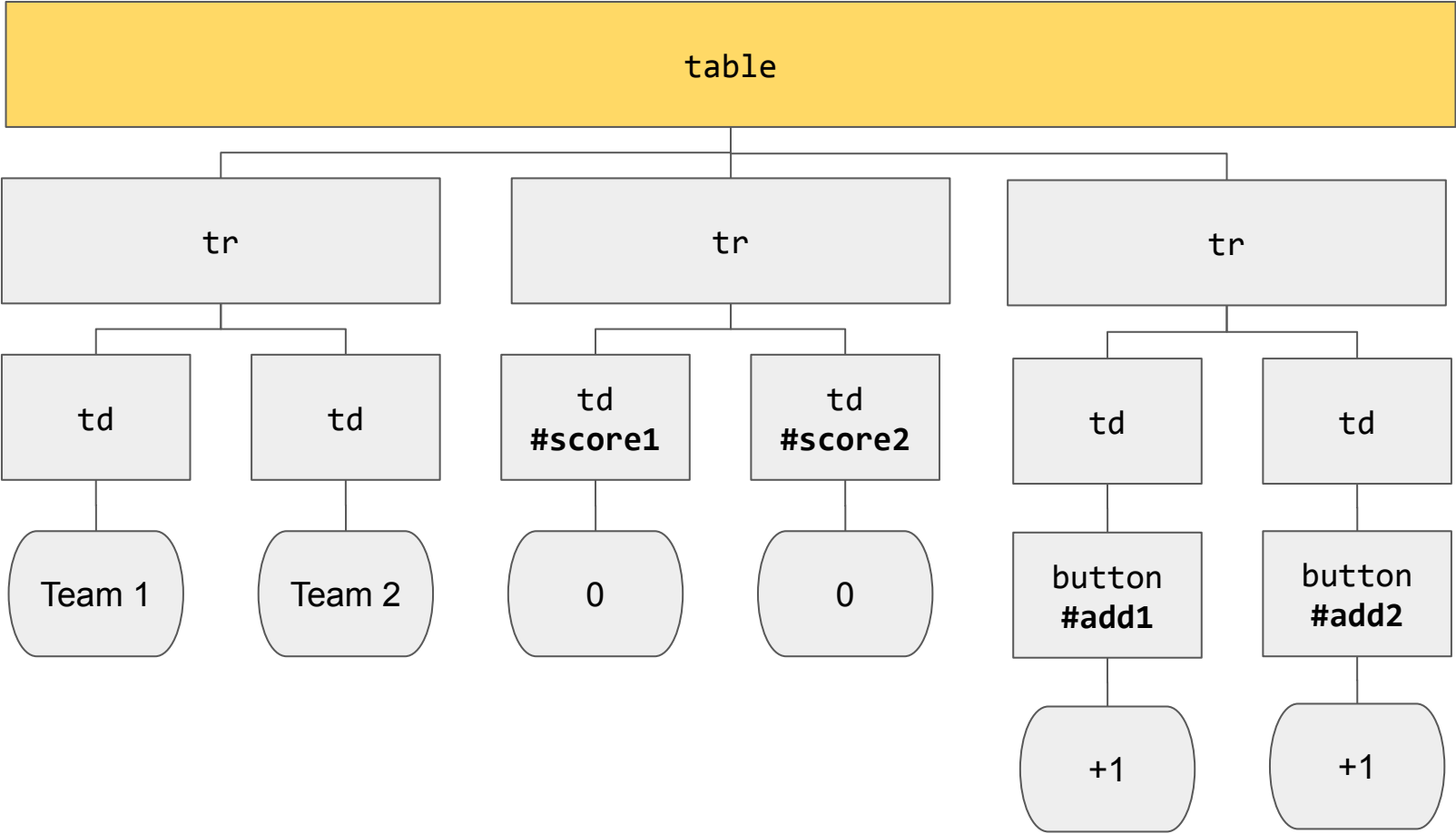
```
document.querySelector( '#add1' )
```

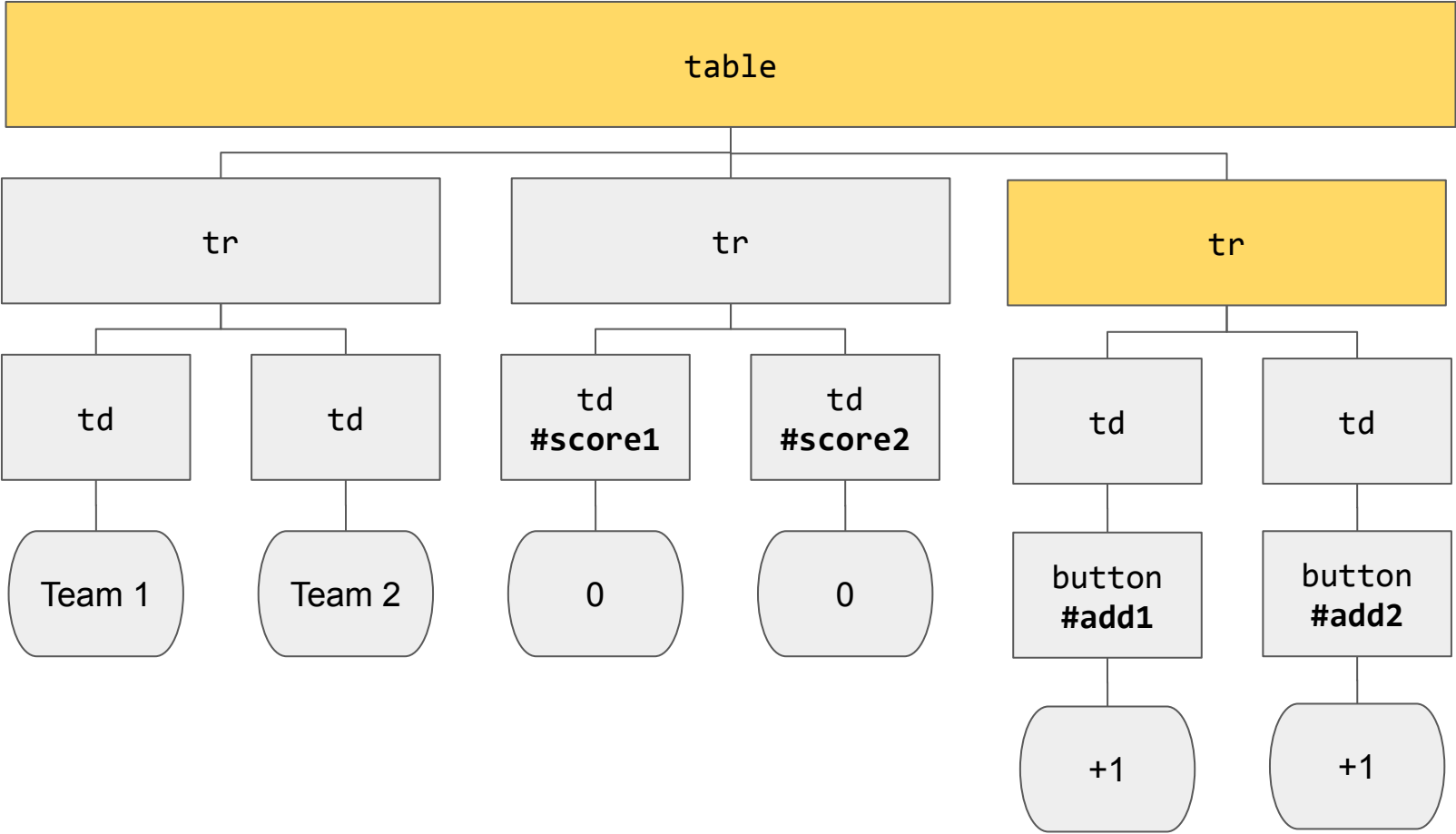


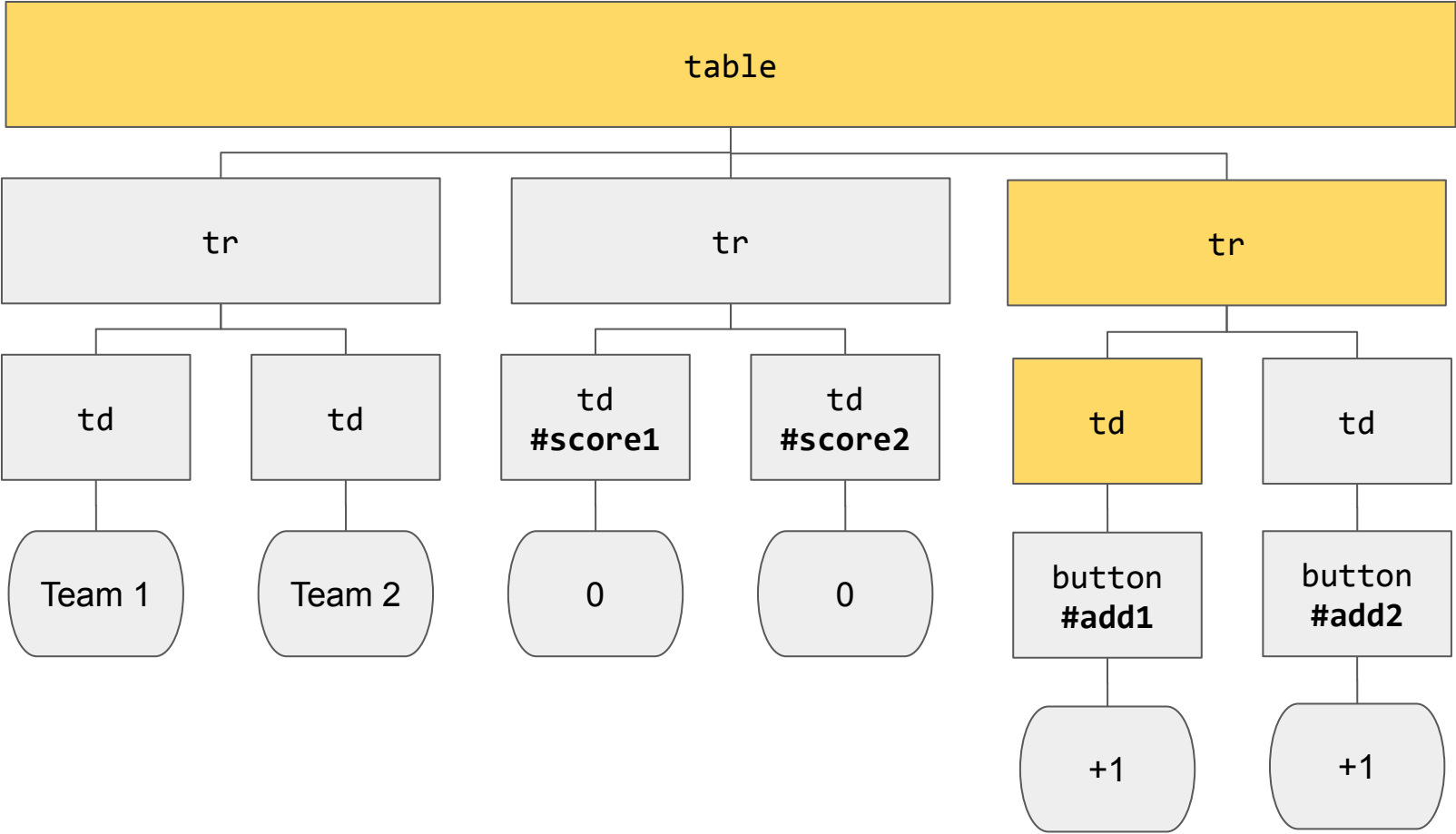


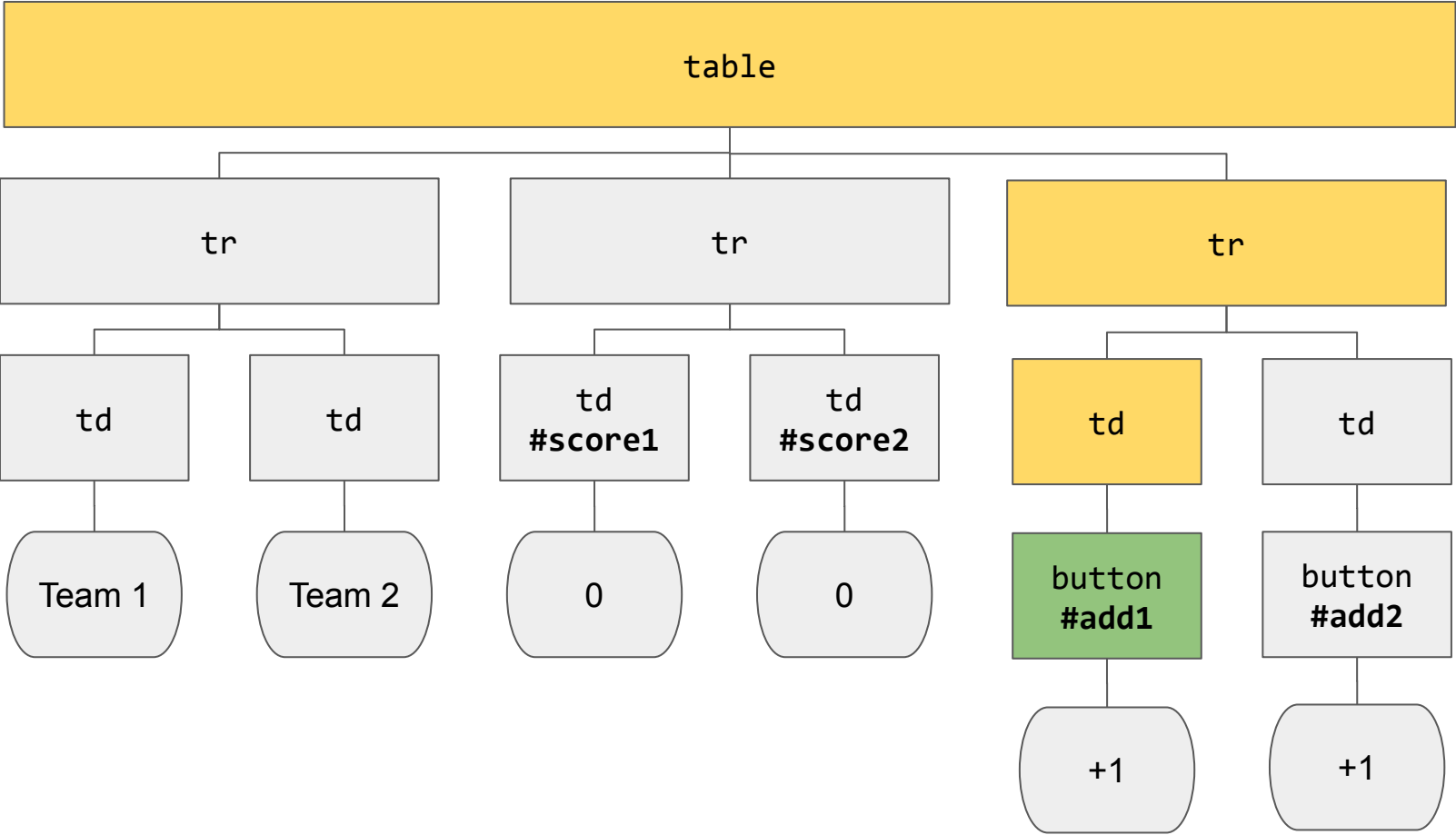






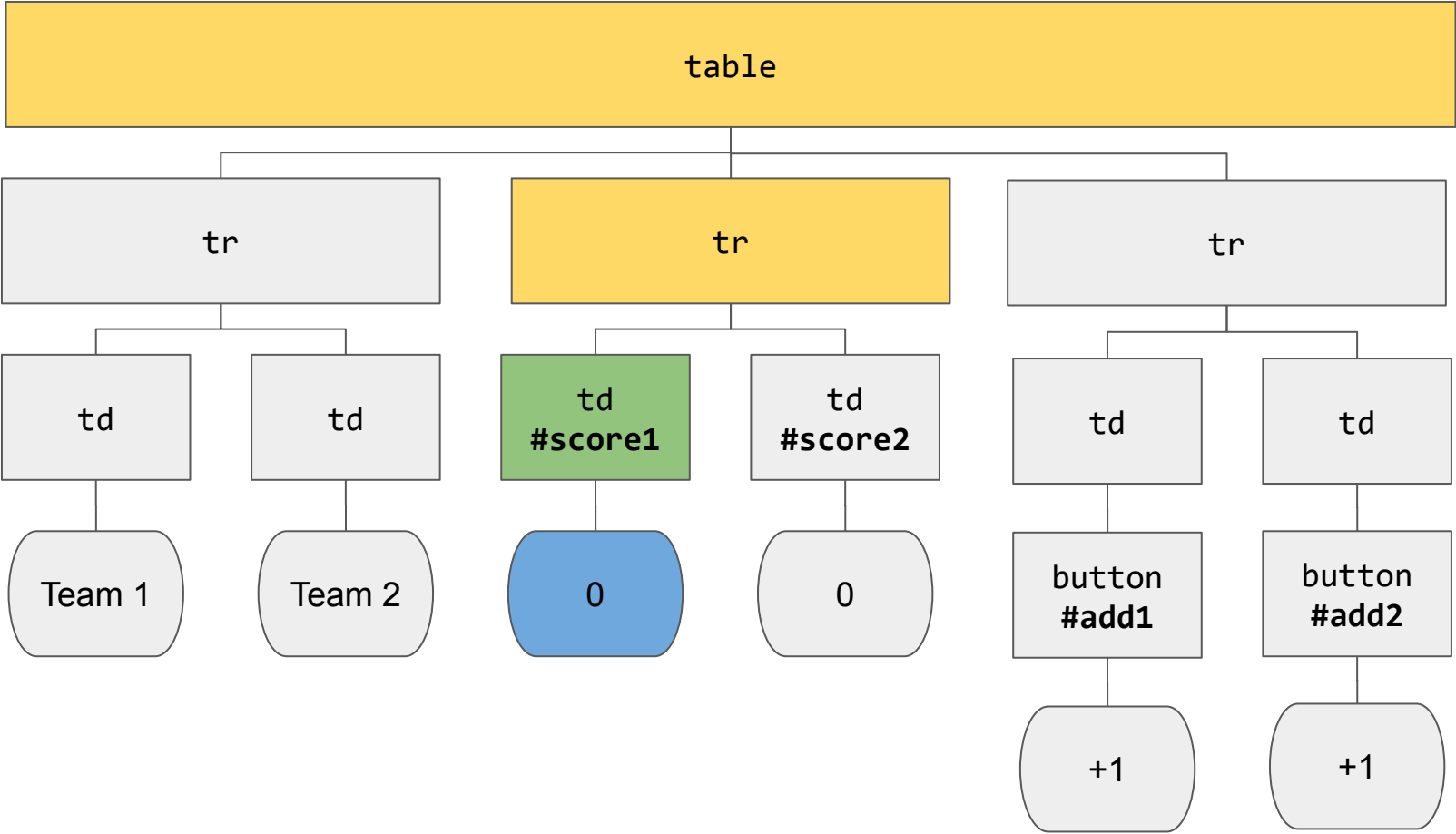






```
document.querySelector( '#add1' ).onclick
```

```
document.querySelector( '#score1' ).innerHTML
```

Scoreboard

In **scoreboard.html**, alert the user when a team has won the game with a certain number of points.

```
alert("This is an alert!")
```

This was CS50