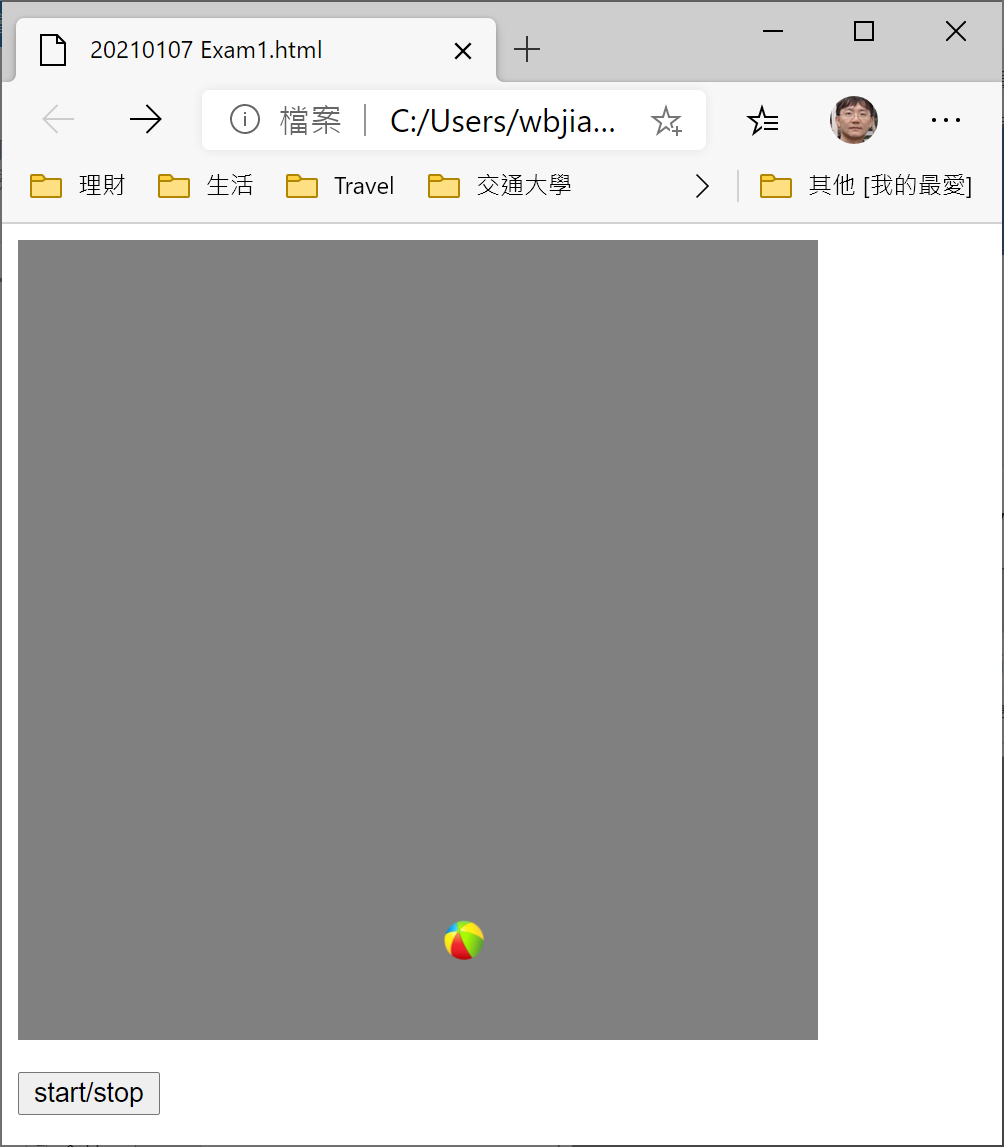
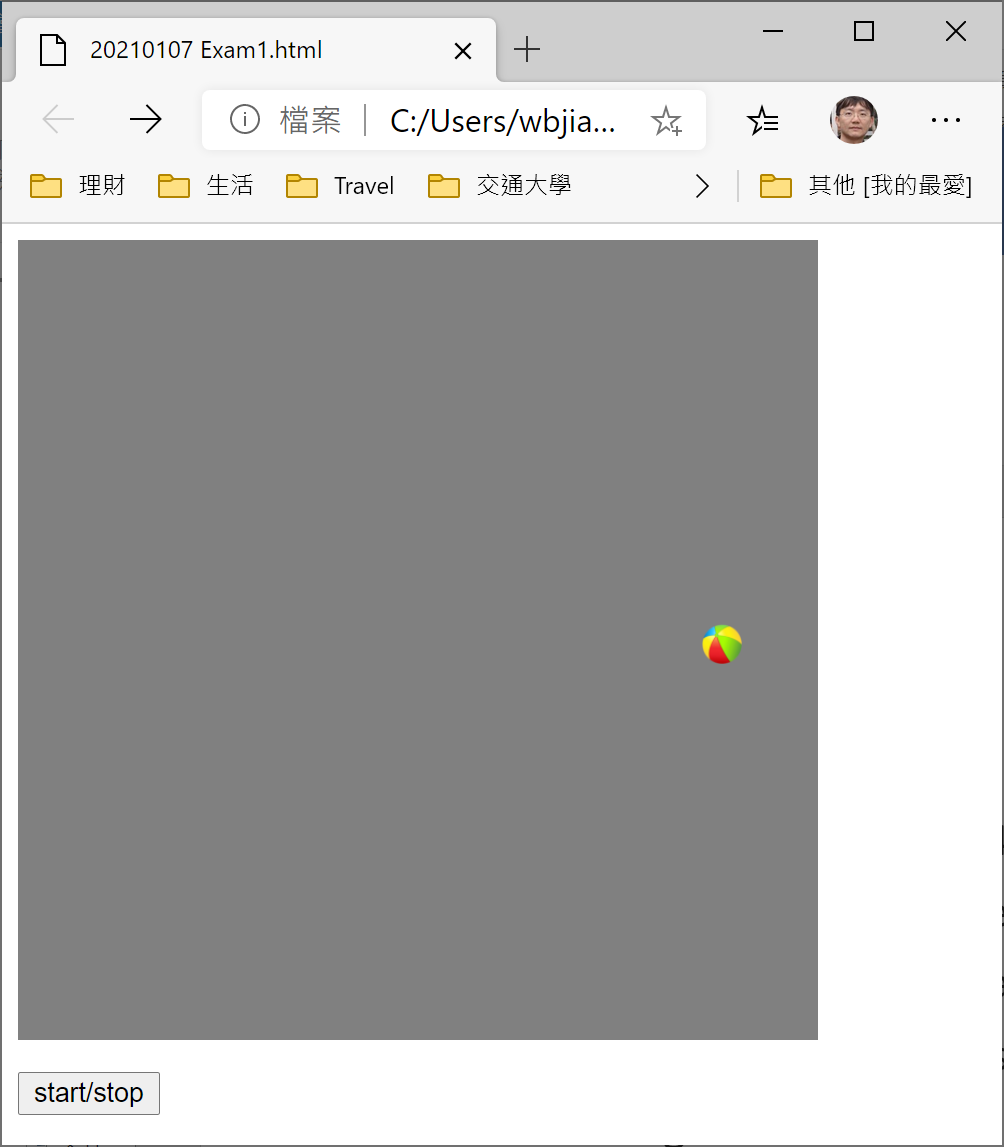
1. Put a container of 400X400 pixels and a start/stop button in a html. Put a ball in the container. If the user clicks the start/stop button, the ball will start a circular motion in the container. If the user clicks the button again, the ball will stop motion. You may use setInterval function for the animation. In addition, you need a global variable to remember the state of start or stop so you can read the information to move or stop your ball. You need to use Math.cos(), Math.sin() functions, and a time counter to calculate the position of your ball.



1. Please prepare nine inputs of numbers and one button. The user can give nine numbers. The range of the numbers is at least from -100 to +100. If the button is clicked, please show the determinant of the matrix of the nine numbers, the average value, and the standard deviation of the nine numbers.

