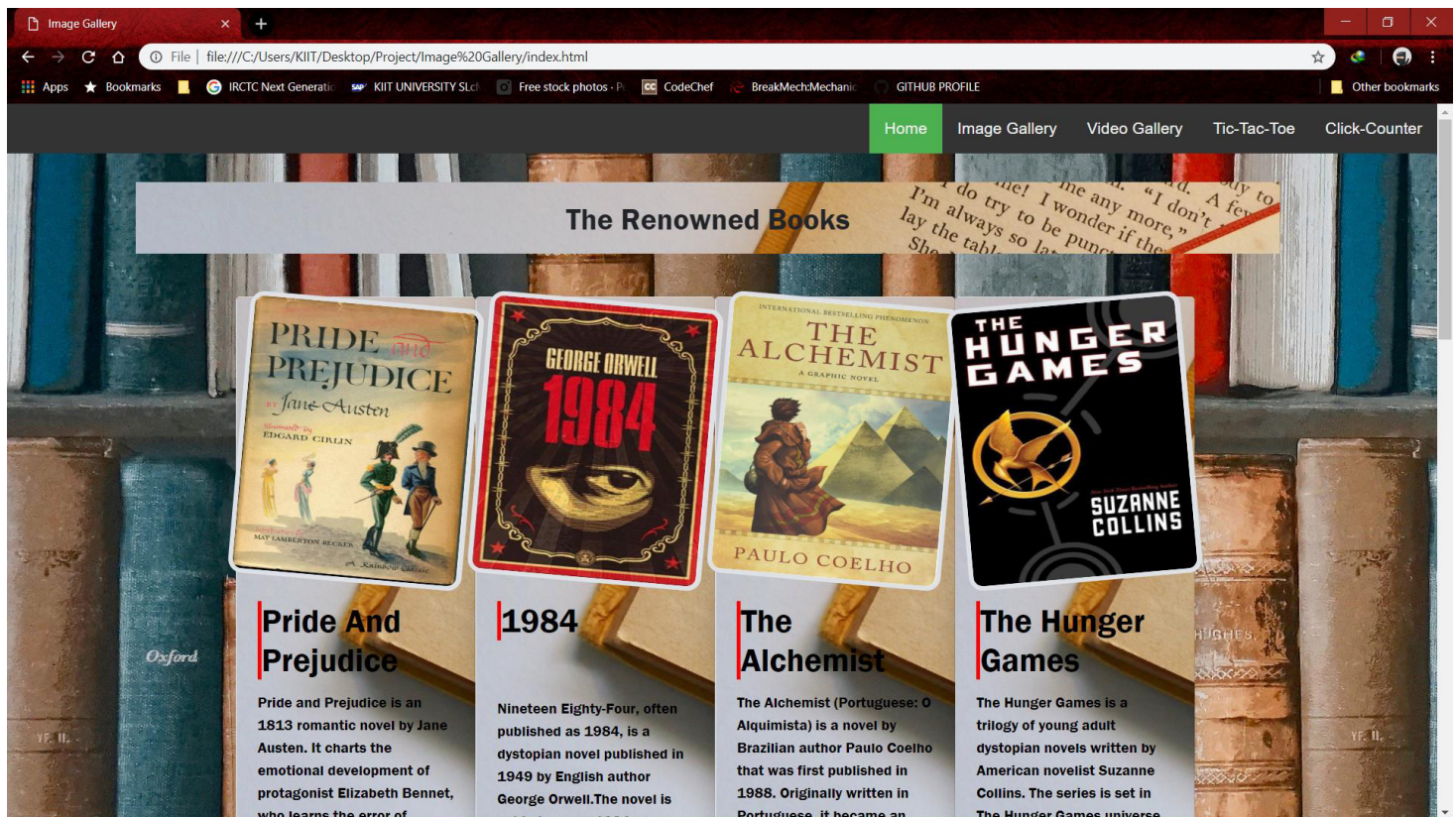
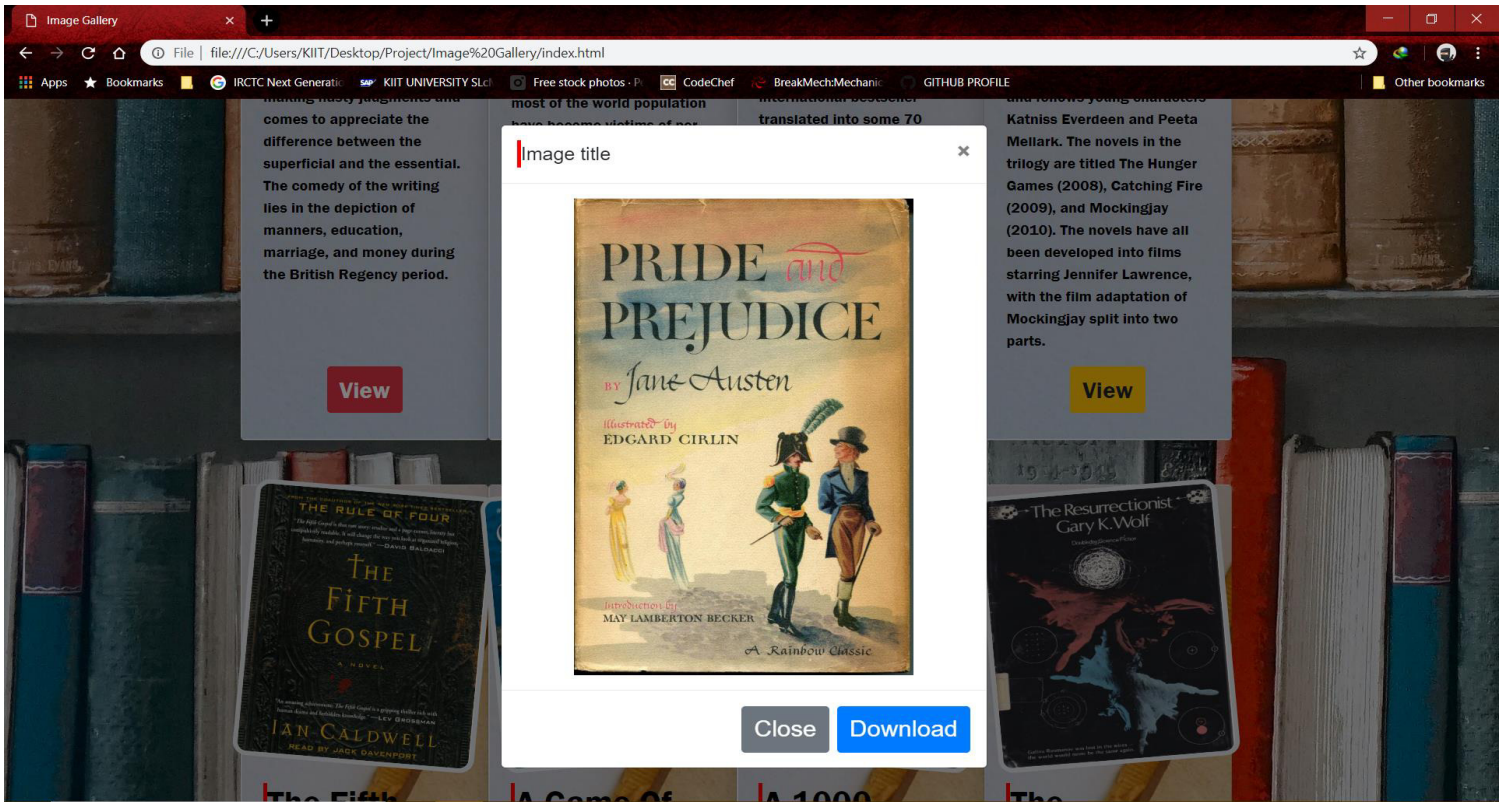


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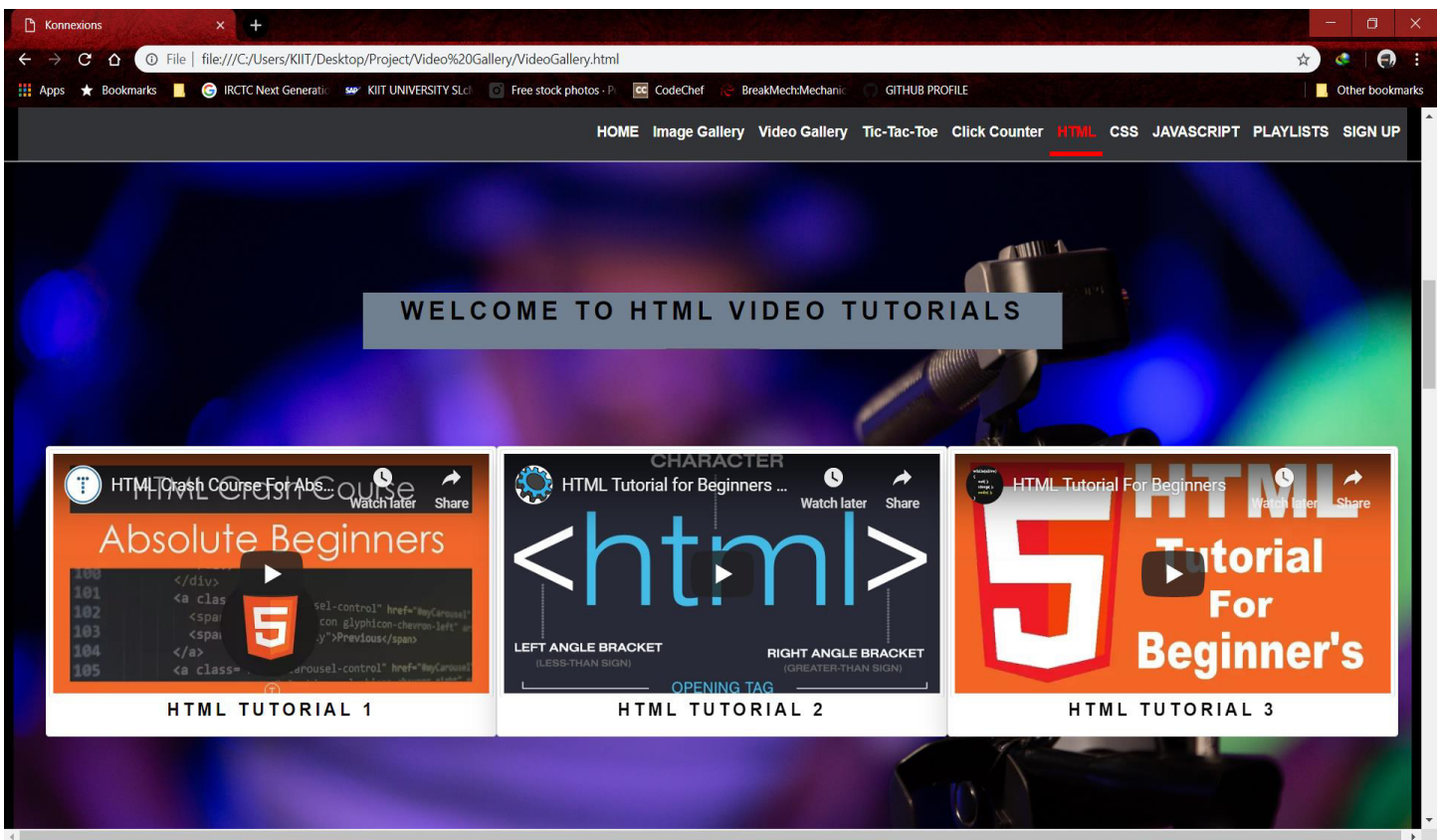
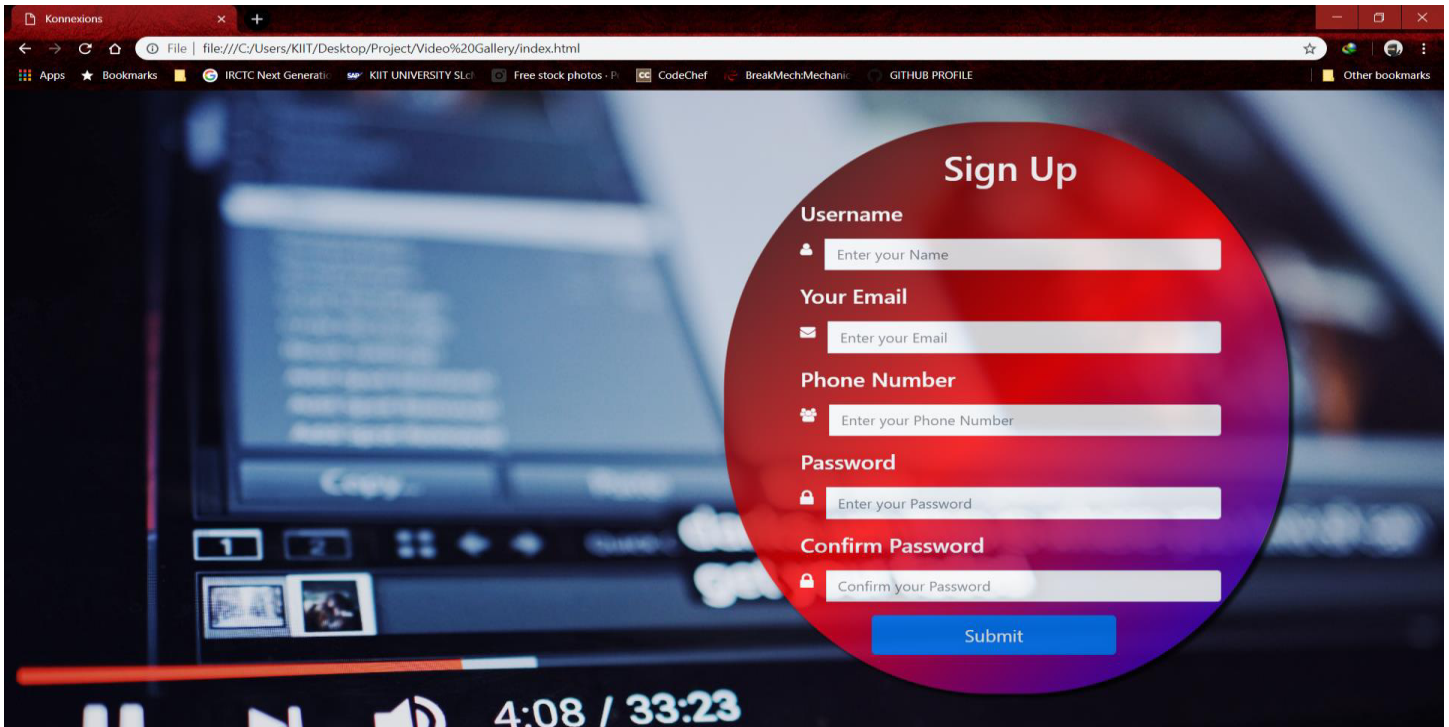
Introduction – This project consists of all the respective projects which we were given in the course of time. This project consist of 4 main pages Image Gallery, Video Gallery, Tic-Tac-Toe, Click Counter which were individual projects given earlier.

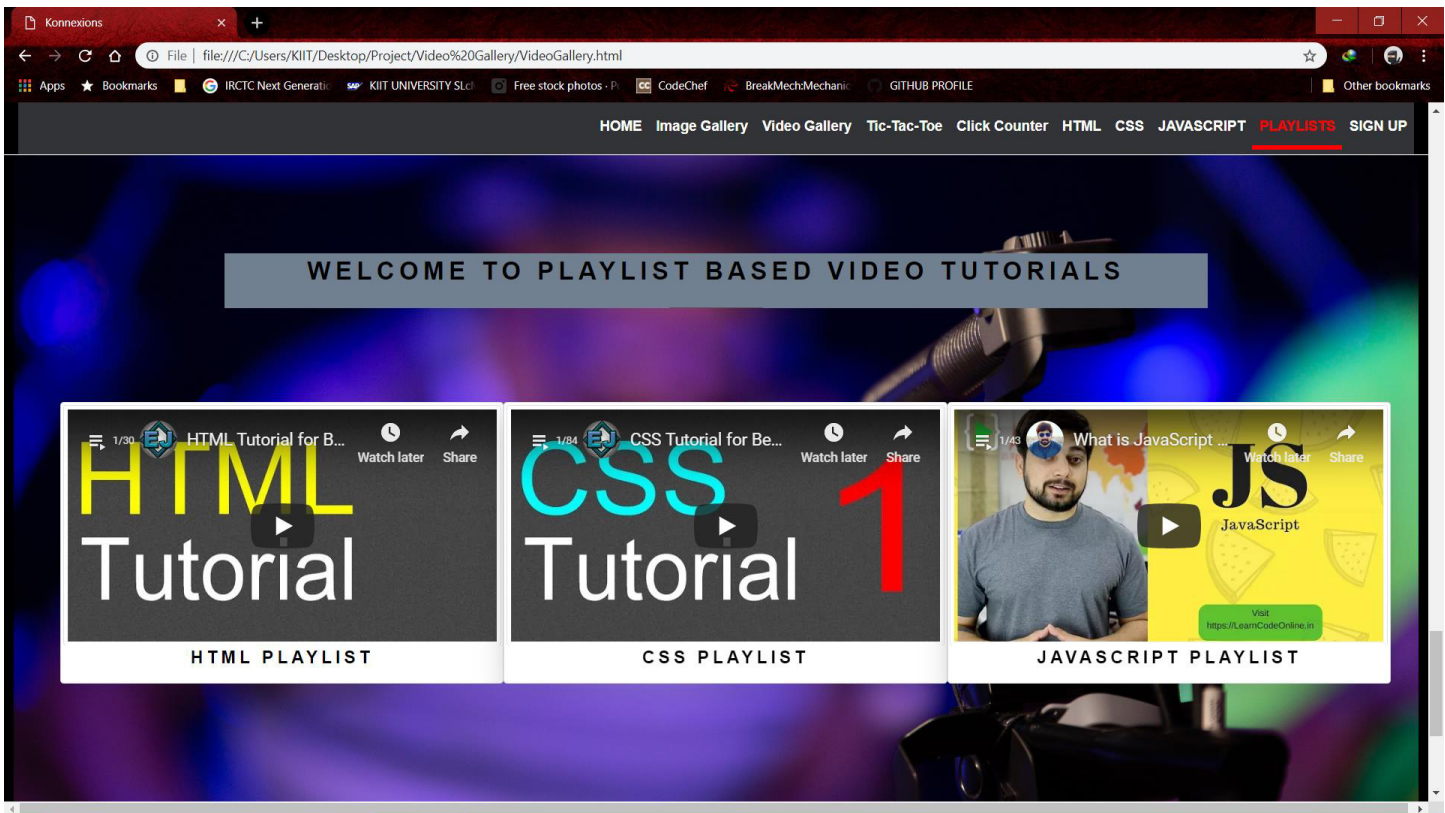
Image Gallery- The Image Gallery consists of a gallery of books as per my project. There are transform rotations on hovering. The view button below pops up a modal which shows the cover of the book. There is a download option which can be used to download the cover photo. The page is completely responsive and has a marquee and footer at the bottom.



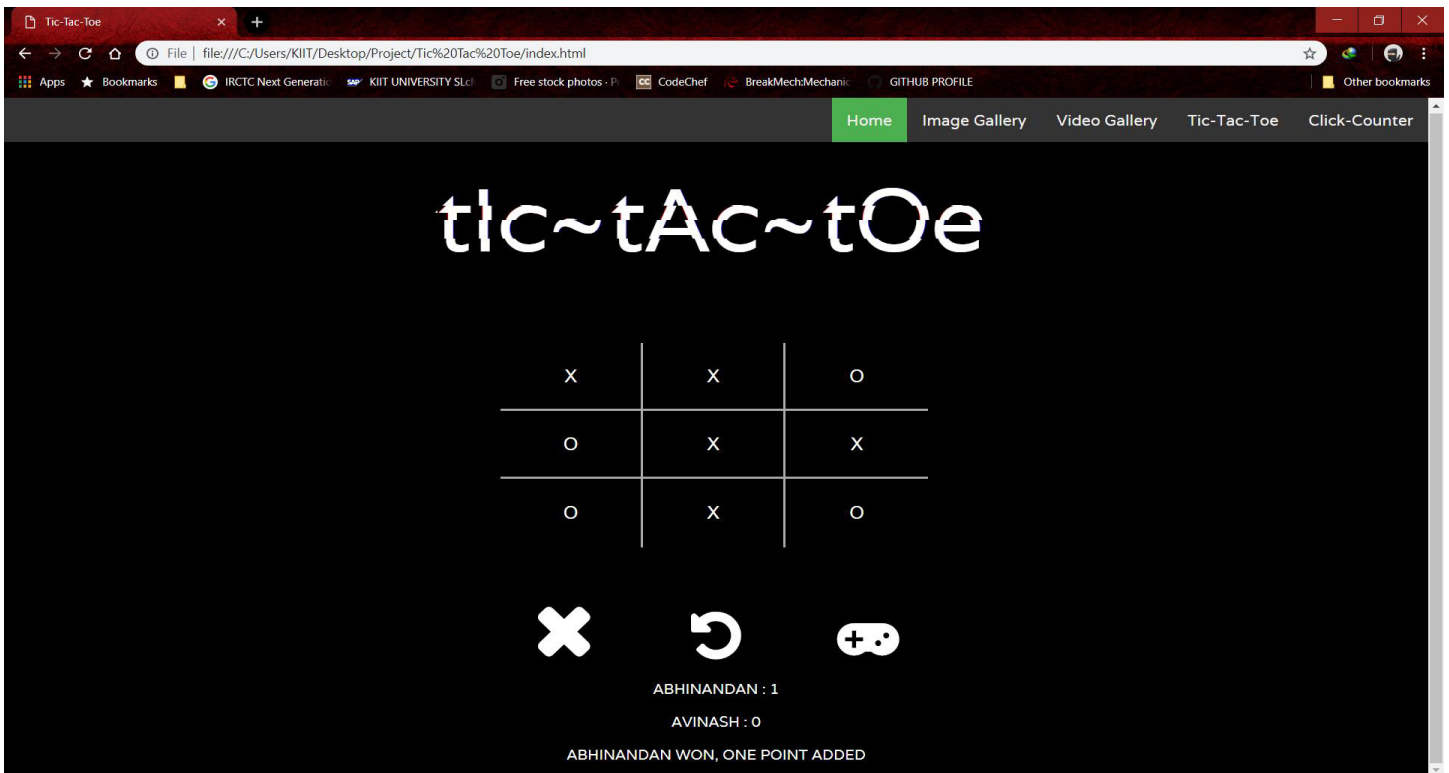
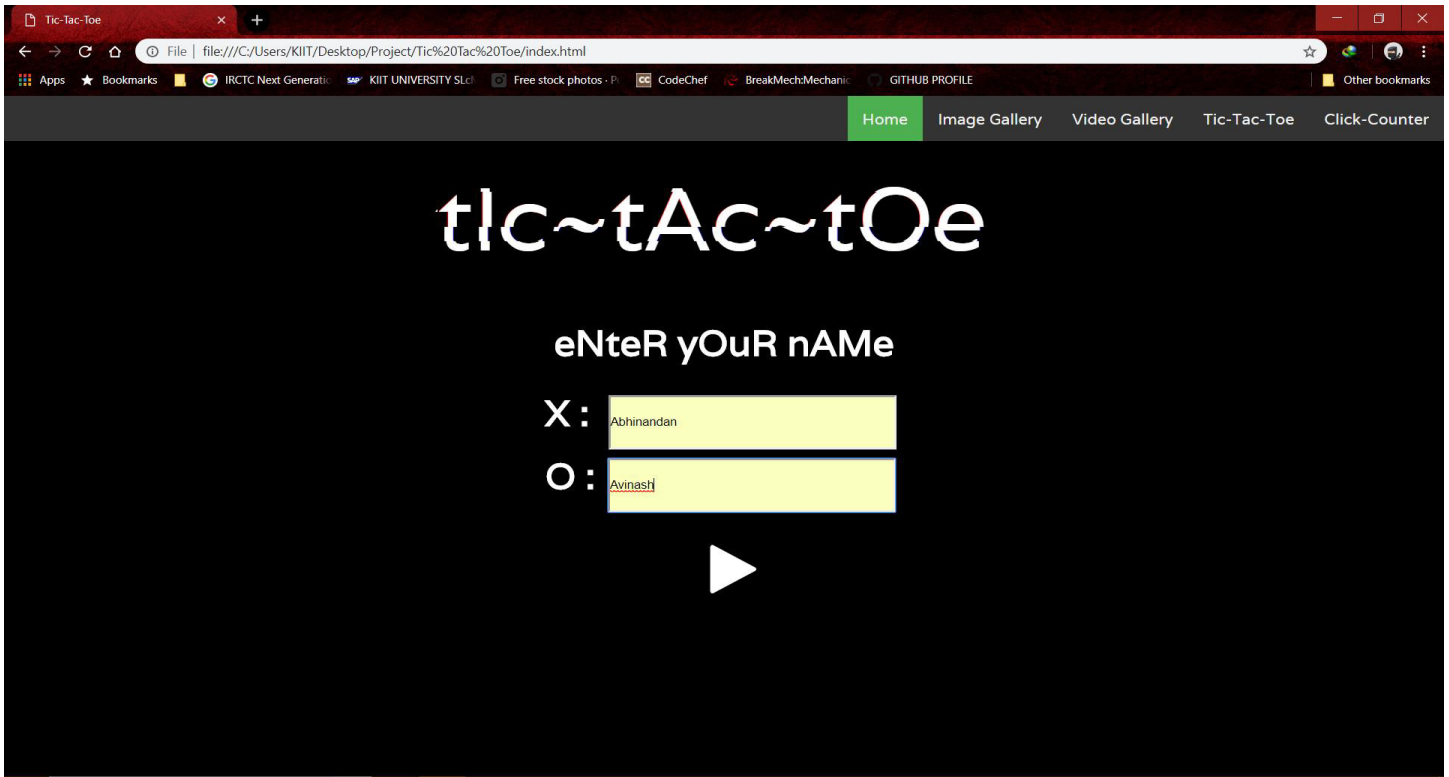


Video Gallery- The Video Gallery starts with a form which will take us to the gallery only when the submission is successful submission. The form is completely validated and the input fields need to be filled for submission. The form won't submit if the username or the email is consisted in the password or confirm password, if the passwords do not match, if the password pattern is wrong or the phone number is not valid. The Video Gallery consists of tutorial videos on HTML, CSS and JavaScript. There are several videos embedded from YouTube. The Navigation bar consists of the links which can be click to scroll over to the respective content. This page is also fully responsive made using bootstrap, css and javascript.

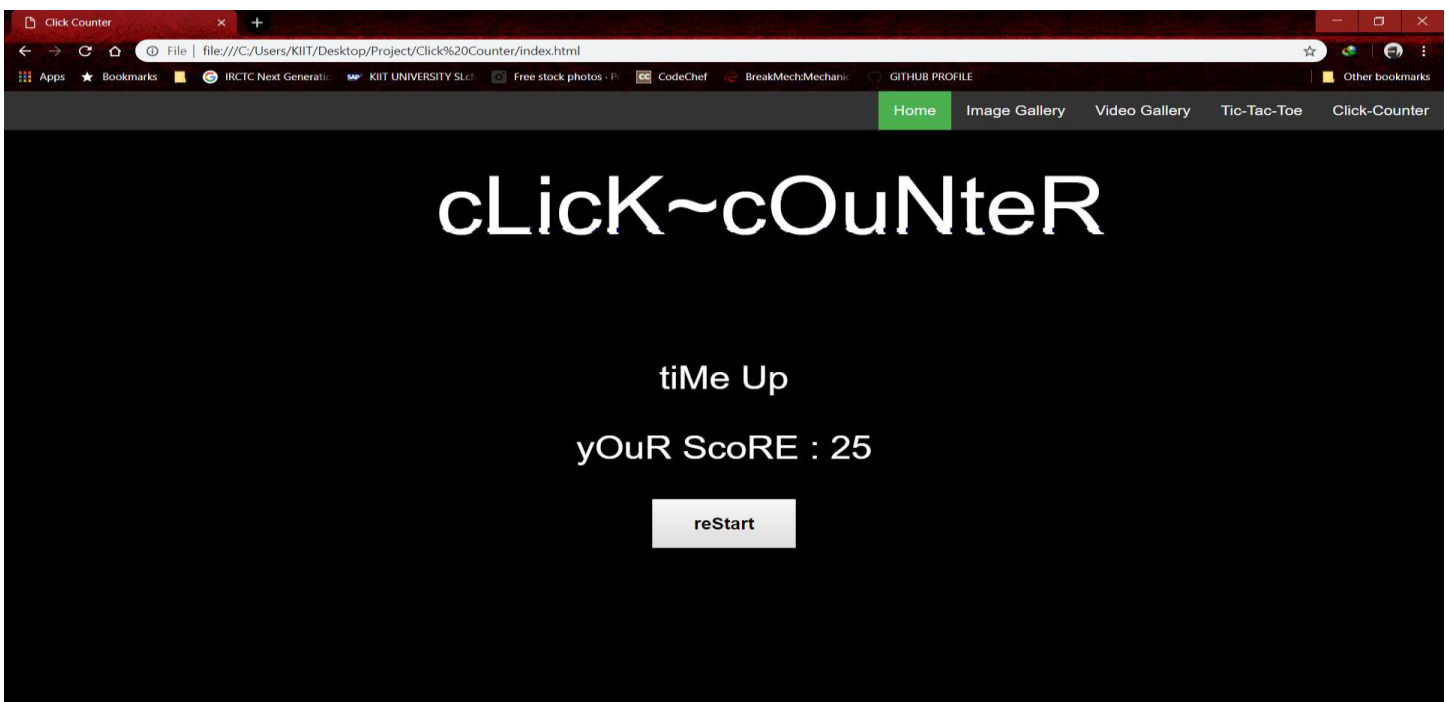
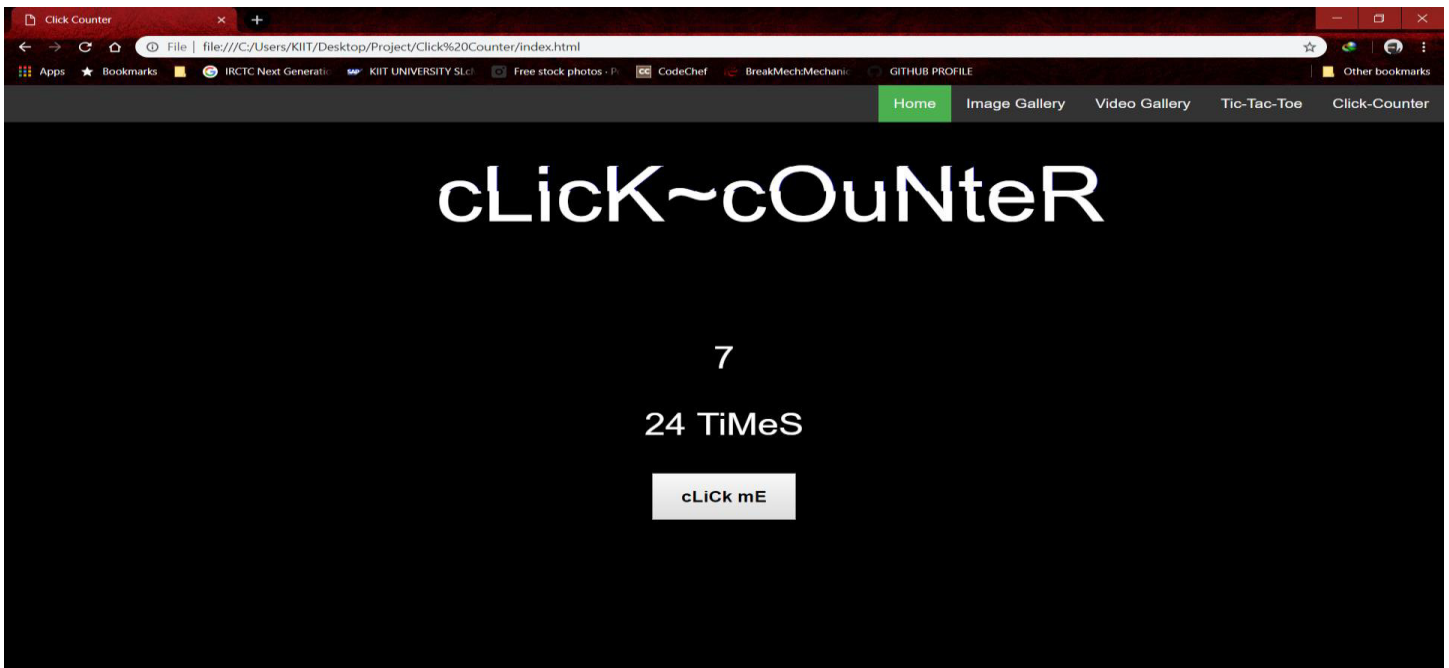




Tic-Tac-Toe- This a game built on javascript completely. The players need to enter their name to start without which the game won't start also invalid names will also not run so the names must be valid. There are several boxes which can be click according to the turn to produce a 'X' or 'O' symbol on the clicked boxes. If the game is over or any of the player wins he gets one point which will be showing at the bottom. If the game is over and still the user keeps clicking then he will get a game over message. The players can restart the game and the game will continue with the score. If they cancel the game the name of the player who won will be shown with a new game button. However the players can start a new game any time.



Click Counter- This game is also built on javascript. Each player is given a time of 10 seconds in which they need to click the button below to increase the number of clicks the score is the number of clicks and the value of score is displayed after the timer sets to zero. The timer when sets to zero show the message of time up and the restart button pops up just after a second and the whole thing can be restarted again.



Every page consists of a navigation bar which consist of the links to pages mentioned above.

Acknowledgement- I would like to thanks the Konnexions team for helping and guiding us and teaching us stuffs that will help us in the long run. I have been greatly benefitted from these projects and learning sessions.

Bibliography – I have taken help from w3schools and stackoverflow for making this project.