

COMP4711 Assignment 1 (Winter 2009)

Due Date: Feb 1 23:59

Base Soccer League Webapp

Background

We will be building a soccer league fansite web application, in parts, as assignments in this course. This first assignment is to get the webapp structure in place, for subsequent enhancement.

This is to be done in pairs, per the team assignments shown in 4711teams.xml in shareout/4711/assignments.

Before investing too much time on your starting webapp, make sure that your league has regular teams and inter-team matches. Check out the links for your league (and others, perhaps, too). You want to make sure that schedule and scores information is accessible online, namely that there is a webpage or two that can be “scraped” for the raw data to update your “database” down the road.

If the league you have chosen does not have such data, or if it does not have regular league play, then you should select a different league – confer with Jim.

Each 4711 team will also choose two of the league teams within their assigned league, and the webapp you build will be a sort of head-to-head comparison between the two.

Assignment Tasks

1. Start a new webapp in NetBeans, suitable for using JSPs with.
2. Whatever you call your assignment, make sure that the URL that will be used for it is indicative of the league name, eg. “laliga” or “usl”. The “war” files that you submit will be assembled together into a collective site, so that everyone can see their classmates’ work. This URL will be the “context path” shown in the “run” category of your webapp properties.
3. The pages in the webapp should share the same structure ... banner on the top of each page (containing a suitable graphic and the page title), navbar down one of the sides or on the top under the banner, copyright notice etc as a page footer, and the “meat” in the center left-over area.
4. You can make your life easier by putting the code to produce the banner, navbar and footer in separate files (JSP fragments, with a .jspx extension) and then including them in each webapp page at the appropriate point (`<jsp:include yadayada.jsx />`).

5. The entry page should clearly identify the student team that produced it as well as the soccer league and teams within it that you will be responsible for.
6. The graphics used should be “soccer-centric”, possibly lifted from the website of your league. Make sure you include some for your teams (Logos? Banner?).
7. Apart from the basic site structure (pages required), you may be innovative and have a bit of fun with the content ... the real content will be built by you in subsequent assignments.
8. Pages required:
 - index.jsp home page
 - league.jsp list of teams in the league, organized by division if appropriate
 - standings.jsp league standings, showing all teams
 - schedule.jsp your team's schedule x 2
 - history.jsp your team's history x 2
 - update.jsp way to record new game scores (x 2?)
 - predict.jsp prediction of outcome of your twoteams playing each other
9. We may add more pages later, but this is what we want to start with.
10. The schedule, history and update pages are meant to apply to both teams. You could handle this by having a single page with tabs, one for each team; or you could have a submenu leading to the individual team pages, or you could show all of the individual pages in the navbar. Your call.
11. Again, there is no “real” content needed for these pages, just the structure!
12. Zip up your netbeans project and submit it to share-in, using a suitable name, like ParryJimComp4711Ass1.zip (note: surname followed by first name).

Marking Guideline

This assignment will be marked out of 10 (no specific breakdown).