



Web Programming II
2016 Spring
Assignment III
Deadline: 03 June 2016 23:59

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April 13, 2016

1 OBJECTIVES

Students should be able to:

- create and use JavaScript objects,
- execute server-side and client-side user input validation,
- use AJAX to send and get data from server to create rich internet applications,
- use PHP and JavaScript frameworks,
- create full scale interactive web applications in collaboration.

2 DESCRIPTION

In this assignment, you are expected work in groups and develop a Web site for people who wants to give away items for free and people who are looking for free stuff (e.g., old TVs, beds etc.).

A visitor accessing the main page of the website should see a list of categories and recently added items. If the user clicks on any these categories, the recently added items should just include the items in the selected category. Users should be able to register and send messages to each other regarding an item.

The website should provide a responsive user experience by exchanging all the data with the server, and update the parts of a web page – without reloading the whole page, but by using JQuery Ajax methods.

The description provided here is very brief, you should complete the missing bits in design, implementation etc. and come up with a full sensible story and solution (be creative!).

You should submit a one page report along with the code explaining, how you organised the collaboration among team members (e.g., meetings!), and the reasoning behind your design, and implementation choices (database design, performance, security, frameworks etc.).

3 OTHER REQUIREMENTS

- Provide a 'readme.txt' file explaining how to get started.
- Your code should be well indented and commented.
- Your code should use proper variable names for readability.
- Look and feel of the pages is under your discretion.

Good luck!