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CIS 3308
2/16/2020

Tutorial Proposal

1. Title : **FlipCard Typewriter**

2. The FlipCard Typewriter will be a flip card object that when the card is moused over or clicked flips around and animates text as if it is being typed out. I will also have rating stars that will be set according to the data in the SQL table for that object. These stars will be displayed on the back of the card with the text. Additionally the text will reset after the user flips the card back. This will be handled with two event handlers, one for on mouseover the the other for onmouse out. What will make this an interesting component will be that each card will have various public methods the HTML coder can call to customize the appearance and functionality of the card. For my website I will have a javascript function read via JSON, the list of burgers from my SQL burger table. Then I will randomly choose three to display as featured burgers. The featured burgers will then be loaded to a list of javascript objects and used as input to create the instances of the flipcard Typewriter. Each instance of the flip card will be encapsulated, and created at run time by the javascript module.
Some proposed public methods for the FlipCard Typewriter will be the following:
    - *Increase or decrease speed of typewriter for individual flipcards.*
    - *Increase or decrease size of flipCard for individual flipcards.*
    - *Change the font color of text for individual flipcards.*
    - *Change the font size of individual flipcards.*
    - *Add or omit data from tables do display for individual flipcards.*

At run time I could have a function which creates three different "styles of flip cards" for the featured burgers. This would utilize the public methods mentioned above. Perhaps listing them in order from higher rating to lower. With the highest being the larger size card and the lowest the smallest size.

3. I was inspired by these tutorials from w3schools.
    FlipCard Tutorial
    Typewriter Tutorial
    Rating Stars tutorial