

Green Field Project

Short Description:

- ✓ Develop an interactive application you will choose it, develop it using your logic and creativity.

Estimated Working Time:

- ✓ 2 Days.

Learning Objectives:

- Get familiar with jQuery.
- Get familiar with the fundamentals of JavaScript that we took.
- Reuse grid, bootstrap, etc. (that we learned in the HTML & CSS weeks).

Project Ideas:

- Map.
- Game.
- Drawing.
- Quiz page.
- Calculator.
- Recipe generator.
- Login authentication.
- Store (books, games, movies, food).
- Suggestion website (books, games, movies, food).
- To-Do list (can add, complete and remove tasks).

Evaluation Criteria:

- The webpage design is clean and nice.
- The code dry and clean (don't repeat yourself).
- How you implement the thing we learned before.

Target Skills:

- Competency 2 - Format an application (Level 1 [Imitate]).
- Competency 3 - Develop a dynamic web user Interface (Level 1 [Imitate]).
- Competency 1 - Produce a static and adaptable web user interface (Level 2 [Adapt]).

Technologies:

- CSS.
- HTML.
- JQuery.
- JavaScript.
- Bootstrap (Optional).

Group Composition:

- ✓ To be done in groups of 2.

Deliverables:

- ✓ A link for your GitHub repository.

Supported links:

- <https://jquery.com/>
 - <https://getbootstrap.com/>
 - <https://developer.mozilla.org/en-US/>
 - <https://developer.mozilla.org/en-US/docs/Web/JavaScript>
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- ✓ You must be able to explain all the parts of the code.
 - ✓ You will present your application at the end of the week.
 - ✓ You code should be dry and clean (<https://metova.com/dry-programming-practices/>).