**ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)**

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| Course Title | Advanced Diploma in IT (MQF Level 4) | | | Lecturer Name & Surname |  | |
| Unit Number & Title | | **ITSFT-406-1506–Client Side Scripting** | | | | |
| Assignment Number, Title / Type | | **01, Client-Side Scripting Practical (Class Assignment)** | | | | |
| Date Set | | **01-04-2025** | **Deadline Date** | **01-04-2025** | | |
| Student Name | Sara Bella Gauci | | **ID Number** | **154496M** | **Class / Group** | **4.2A** |

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|  | *Student’s declaration prior to handing-in of assignment:*   * *I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy* | | | |
|  | ***Student’s declaration on assessment special arrangements (Tick only if applicable)***   * *I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit.* * *I declare that I refused the special support offered by the Institute.* | | | |
| Student Signature: | |  | **Date :** |  |

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| Assessment Criteria | Maximum Mark | Mark Achieved |
| *KU1.1: Identify browser types and reasons for script applications* | 5 |  |
| *KU1.2: Explain the benefits of client-side scripting* | 5 |  |
| *KU1.3: Describe the methodology used in a supporting technology* | 5 |  |
| *KU2.1: Outline, define, and assign variables* | 5 |  |
| *AA2.2: Demonstrate use of a number of programming elements* | 7 |  |
| *AA2.4: Apply scripts to provide user feedback* | 7 |  |
| *AA2.6: Apply scripts to improve image presentation* | 7 |  |
| Total Mark | **41** |  |

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| **Assessor’s feedback to student** |
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| ***(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)*** |

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|  | **Name & Surname** | **Signature** | **Date** |
| **Internal Verifier :**Approval of a*ssignment brief* |  | For approval signature, please refer to electronic audit trail |  |
| **Lecturer / Assessor :**Issue of results and feedback to student |  | For approval signature, please refer to electronic audit trail |  |
| **Internal Verifier :**Approval of *assessment decisions (Sample)* |  | For approval signature, please refer to electronic audit trail |  |
| **Learner’s signature upon collection of corrected assignment.** | |  |  |

Graphical user interface

Description automatically generated with medium confidence

Advanced Diploma in IT (MQF Level 4)

ITSFT-406-1506: Client Side Scripting

**Class Assignment: Client-Side Scripting Practical**

**Assignment Guidelines**

* This assignment is an open book **Class Assignment** and should be completed in **2hours**.
* Fill in the assignment **cover sheet completely**. Note that assignments without the cover sheet will be considered as ***Not Submitted***.
* Answer all the questions on this electronic document as instructed in each individual question.
* Submission method: **You are to submit a soft copy zipped folder named as your *Name\_Surname\_GroupNumber* on VLE week 2nd December to 8th December using the correct link for your lecturer**. The folder must contain this Word document with your answers in it, and also all of your code files for question 2.
* **Plagiarism is strictly prohibited. Copying** will be **penalized** in line with the College’s disciplinary procedures.
* Any **AI generated code is strictly prohibited** and will be penalized according to MCAST's plagiarism policy.

***Question 1 (KU1.1 – 5marks):***

Go to Client Side Scripting page on **VLE week** **2nd December to 8th December**.

You are to download and open the zipped folder called **Task 1**. This folder contains an HTML file, a CSS file and a JavaScript file.

Open ***question1.html*** using ***Google Chrome*** browser and using the browser’s Developer Tools you are to debug the JavaScript code and include a single screenshot below with the errors that you identify.

Note: make sure to test the buttons as well.

**Screenshot:**A screenshot of a computer

AI-generated content may be incorrect.

**You are also to view the code in an editor of your choice (such as Brackets or Visual Studio Code) and EXPLAIN each identified error in the provided space below:**

1. The variable greeting is initialised in the other() function and is not a global variable, which is why it is showing an error saying that it is not defined.
2. showTim() is not defined because it should have been showTime(), there was a typo.
3. document.getElmentById has also typos and should have been document.getElementById.
4. Some errors, like document.getElmentById, were shown more than once because they affect other aspects of the website. Once adjusted, this error disappears as well.

***Question 2 (KU2.1 – 5marks; AA2.2 – 7marks; AA2.4 – 7marks; KU1.3 – 5marks; AA2.6 – 7marks):***

Go to Client Side Scripting page on **VLE week** **2nd December to 8th December**.

You are to download and open the zipped folder called **Task 2** in an editor of your choice (such as Brackets or Visual Studio Code) and create an external JavaScript file named **script.js**, which you need to link it with **question2.html**.

The scenario presented here involves a conversion of ***Employee Overtime Hours*** (between 0 and 20) to a corresponding ***Overtime Category*** *(No Overtime, Moderate Overtime, or Excessive Overtime)*.

1. You are to create a new JavaScript function called **calculateCategory**, which must execute when clicking the given **Convert** button.
2. In this function you need to declare a variable called **userInput** and in it you are to store the employee overtime hours value entered by the user in the given input field. Note: Make sure to parse the user input to an appropriate numeric format (integer or float) before you store it in the variable.
3. If the user input is not a number, the message *"Enter a valid number"* must be displayed using the ***alert()*** method.
4. If the user input is a number NOT between 0 and 20 (both included), the message *"Number must be between 0 and 20"* must be displayed using the ***alert()*** method.
5. If the user input is a valid number equal to 0:
   * the message *"No Overtime"* must be displayed in the given **empty *<p></p>*** tag.
   * the image with **id="overtimeImg"** must display the image called **overtime1.jpg** found in the given ***images*** subfolder.
6. If the user input is a valid number greater than 0 and less than or equal to 8:
   * the message *"Moderate Overtime"* must be displayed in the given **empty *<p></p>*** tag.
   * the image with **id="overtimeImg"** must display the image called **overtime2.jpg** found in the given ***images*** subfolder.
7. If the user input is a valid number greater than 8 and less than or equal to 20:
   * the message *"Excessive Overtime"* must be displayed in the given **empty *<p></p>*** tag.
   * the image with **id="overtimeImg"** must display the image called **overtime3.jpg** found in the given ***images*** subfolder.

***Question 3 (KU1.2 – 5marks):*** You are to explain, by giving at least 2 reasons, why it was beneficial to use JavaScript code in the scenario given in question 2, rather than using only plain HTML and CSS.

**Write your explanation in the provided space below:**

1. Since the result is displayed according to the user input, JavaScript will take care of calculating according to our code and dynamically display the result to the user according to the input.
2. JavaScript gives a more user-friendly experience, like when showing the alerts that the input was wrong, it makes it easier for the user to understand what needs to be done or what has been done wrong. Something that cannot be achieved so well with static and plain text.

Marking scheme

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| Criteria | Marking structure | Maximum mark | Mark Awarded |
| *KU1.1 (Q1)* | 2 marks for the correct screenshot 3 marks for correctly explaining the identified errors | 5 |  |
| *KU2.1 (Q2)* | 1 mark for variable declaration.  2 marks for parsing user input when storing it in the variable.  2 marks for using the variable in if or switch statements. | 5 |  |
| *AA2.2 (Q2), KU1.3 (Q2)* | 2 marks for each correct if condition (if, else if, else if, else if, else) or switch condition.  2 marks for correct function declaration and onclick function call. | 12 |  |
| *AA2.4 (Q2)* | 1 mark for displaying 2 correct messages to the user using alert() method.  6 marks for displaying 3 correct messages to the user in the given empty *<p></p>* tag. | 7 |  |
| *AA2.6 (Q2)* | 7 marks for displaying the correct employee overtime images according to the employee overtime categories. | 7 |  |
| *KU1.2 (Q3)* | 2.5 marks for each correctly explained reason (2 reasons). | 5 |  |

**Total Marks (out of 41): \_\_\_\_\_\_**