**IT5039 Practical Task 2**

**Interactive Web App**

URL: /PracticalTasks/InteractiveWebApp/index.html

This small web application mimics the toy that was released in the 1940’s ‘The Magic 8-Ball’.

It asks the user to type out a question of their choice and then responds with a random selected answer, as if it were a fortune teller.

The following web accessibility principles have been followed.

* Understandable – The web page is laid out so that the user can follow the instructions with ease. Hover features are used for the clickable objects and a clear button is created to be able to play again. A description is used for the dark mode toggle. All font used is readable while still maintaining a style.
* Perceivable – The content of the app is available only through sight.
* Operable – The content of the app can only be accessed through the use of a mouse or trackpad.
* Robust – The application works across multiple common browsers at all screen sizes down to 260px in width.

Basic UI design principles have been followed.

The text input field provides a placeholder advising the user where and what to type.

The page is laid out so the ‘go again’ button would be the last button pressed in order to wipe the answer field clean.

Are dark mode feature is available for cosmetic preference.

Font design matches the theme of the application.

Images used capture their intent.

This application has the following interactive features:

1. A dark mode clickable icon that has an event listener attached to the icon, when clicked carries out two functions.
2. The first function (toggleDark) changes the documents body to a CSS class that will change the colours of the page to mimic a dark mode feature.
3. The second function (changeIcon) will swap out the icon with another to show that when clicked again will return to light mode.
4. The 8-ball image has an event handler attached to it, when clicked runs a function.
5. The function (displayMessage) attached to the event handler on the 8-ball image will change the text content in the <p> element with the class ‘instruction’ to a random array index number from the array ‘answers’.
6. The button at the bottom of the application has an event handler attached to it , when clicked runs the function (resetMessage).
7. The resetMessage() function using DOM manipulation will wipe the current input field clean and will change the text content of the <p> element with the class of ‘instruction’ to the string “Please try another question”.

The web application has been tested on browsers Brave, Chrome, Safari, and Edge at a multitude of sizes using the inspection tool on the current browser. The tests produced all expected results.