

Project 1 – Templates, Helpers, and Events

This is an open ended project designed to push you to apply your knowledge of templates, helpers, and events. As such, you have a lot of flexibility in deciding the look and purpose of your page.

Over the next two days of class, you (and up to one partner) are expected to produce a page that meets the following requirements:

1. You must have at least five different templates. One must be named **main**, and a second must be named **summary**.
2. At least one template must be contained within another. The main template does not count for this requirement.
3. You must have at least six different helpers. These can contain any information of your choosing.
4. You must use (correctly) at least two different `{{#with}}`, `{{#each}}`, or `{{#if}}` helper blocks in your templates. The information within these can be inside an array, an object document, or hard coded into the helper functions in templates.js.
5. You must have at least two event handlers for your templates with two different types of events (click, dblclick, mouseenter, mouseleave, etc.)
6. The summary template makes it easy for Mr. Weinberg to know where to look to find all of your information. In this template, you must clearly list:
 - the names of all of your templates in your page
 - which templates are contained within each other
 - the templates where you used your helper blocks,
 - the templates containing your event handlers
 - any of the bonus elements in your page and where they appear
7. If two people are working together, the required number for requirements 2 – 5 is multiplied by 1.5. (3 event handlers, 3 helper blocks, 9 helpers, at least 2 templates contained inside each other.)

The rest of the project is up to you. You will receive 6 points for submitting a project.

Grading Rubric:

- Meeting requirements 1 – 5 are worth 0.5 points each.
- If all of these requirements are met, you may include the following additional elements on your page:
 - using Bootstrap effectively to organize the page (+0.25 pts)
 - using a reactive variable somewhere on your page (+0.25 pts)
 - including a template with form elements (+0.25 pts)
 - using a helper as an element class to change colors based on data (+0.25 pts)
 - making a page that is visually well organized and designed (+0.25 pts)
 - making a page that is a creative application of what you've learned (+0.25 pts)

Maximum Score: 10/10