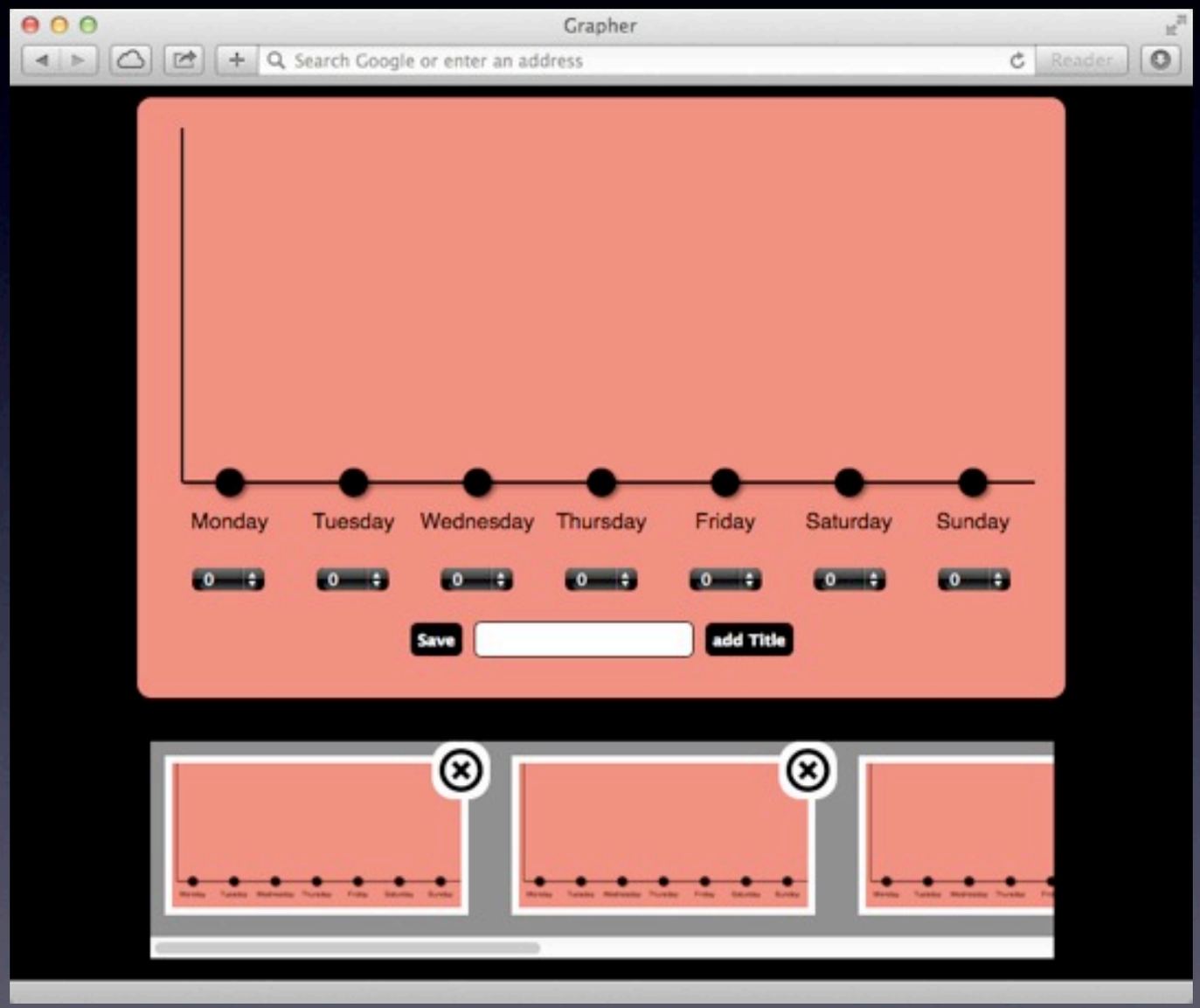
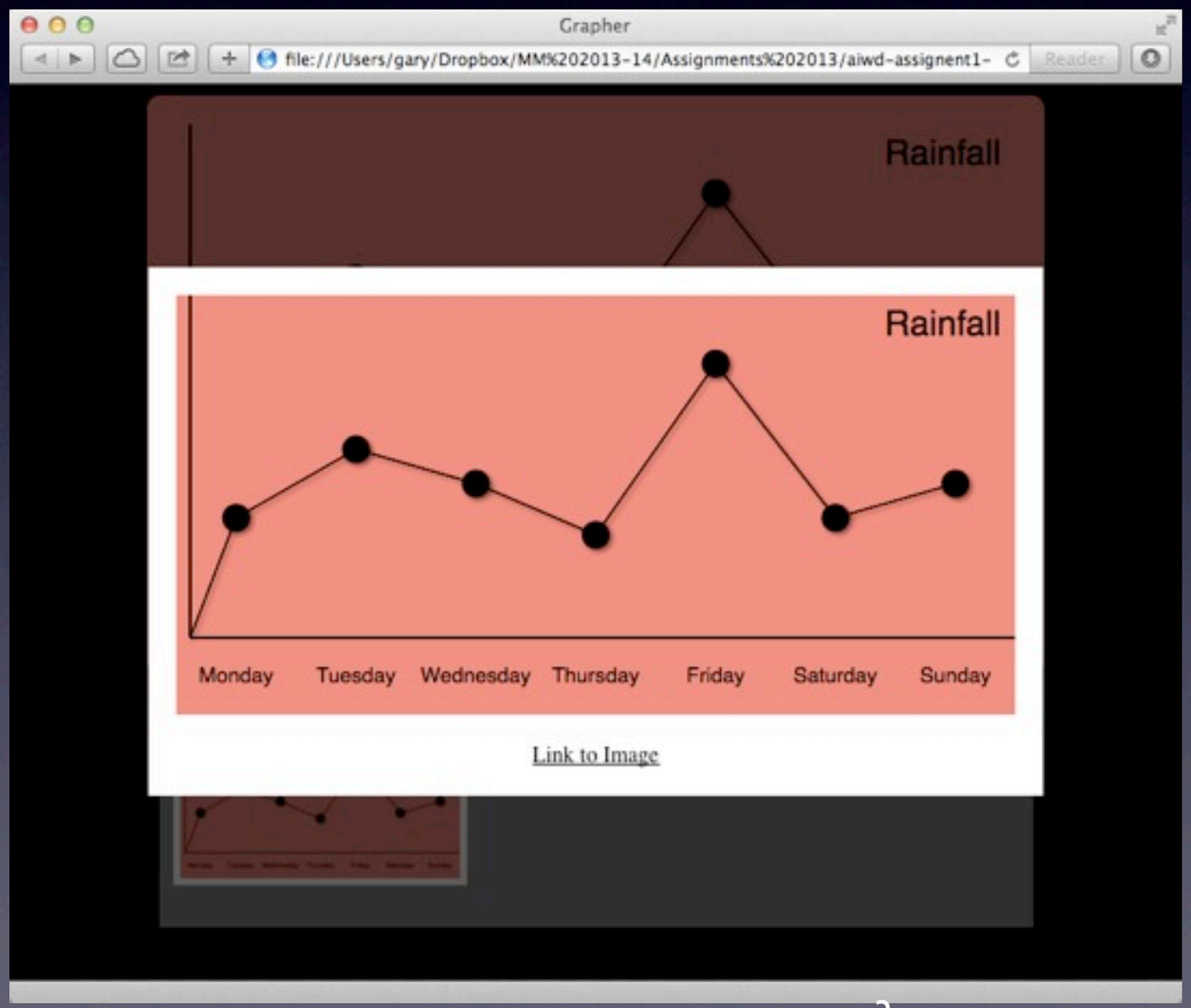
Advanced Interactive Web Development

Assignment 1 2014

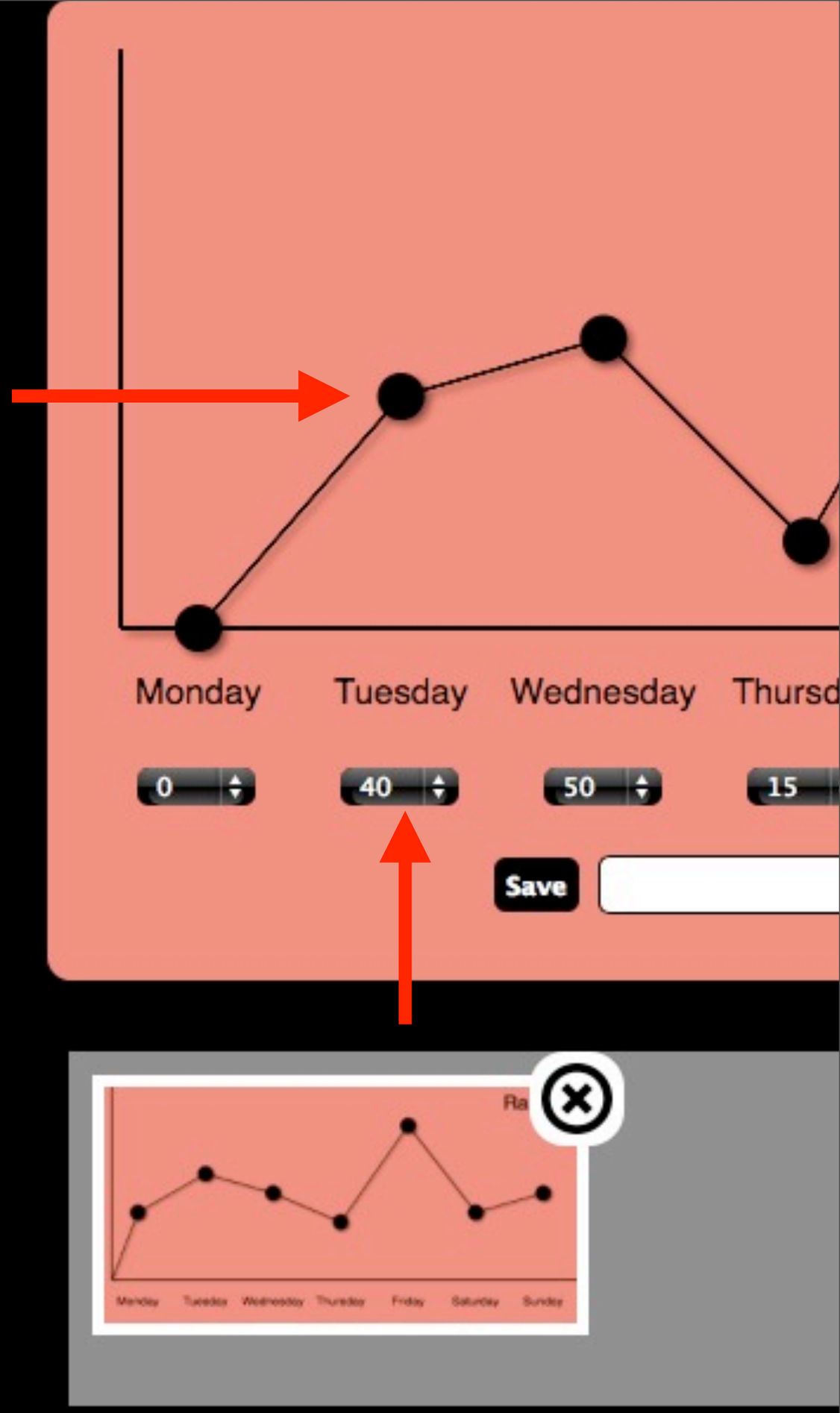
You must create the following web app using HTML5 functionality.



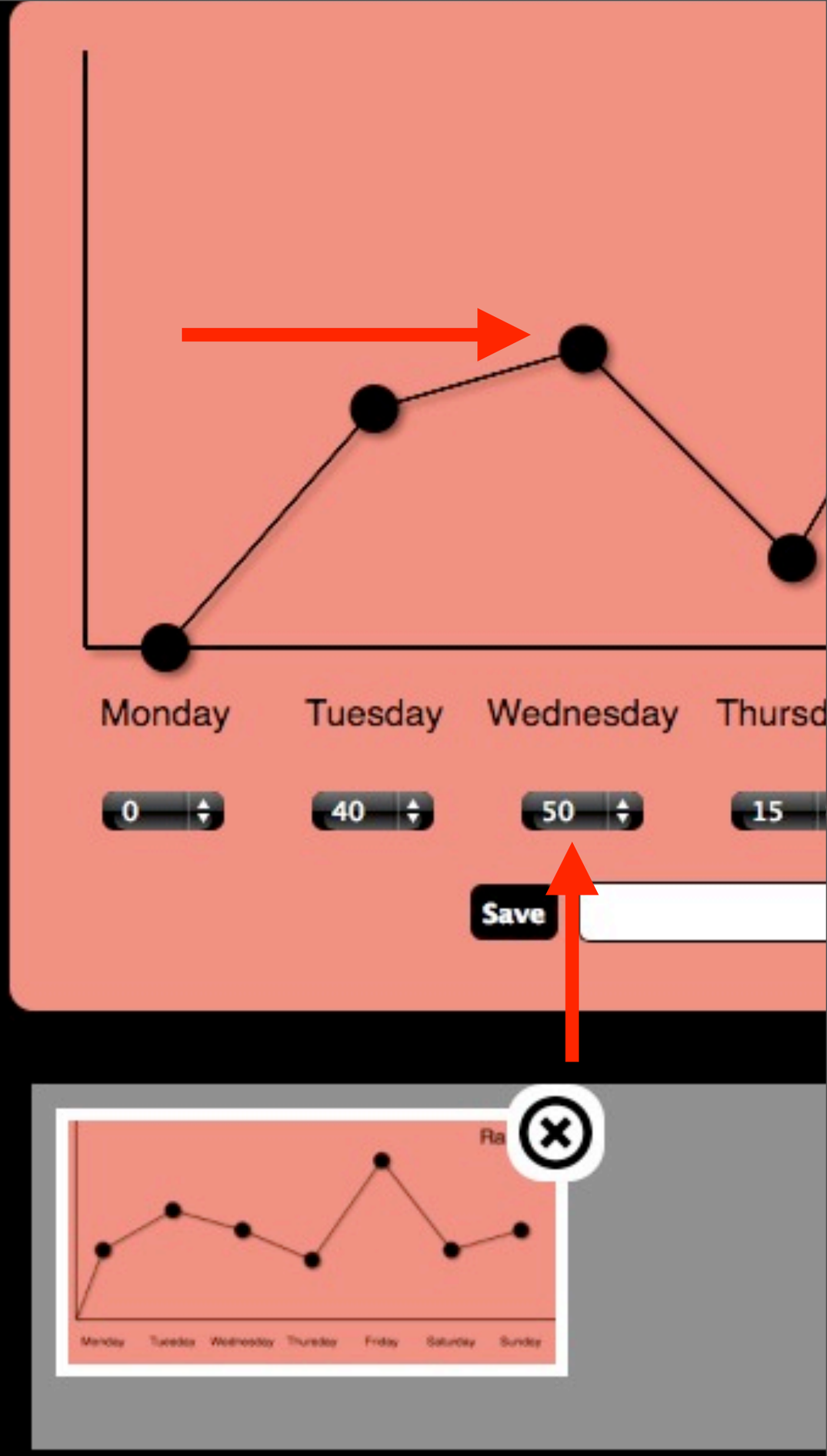
The web app is designed to help people create PNGs of charts that are created dynamically in the web app itself.



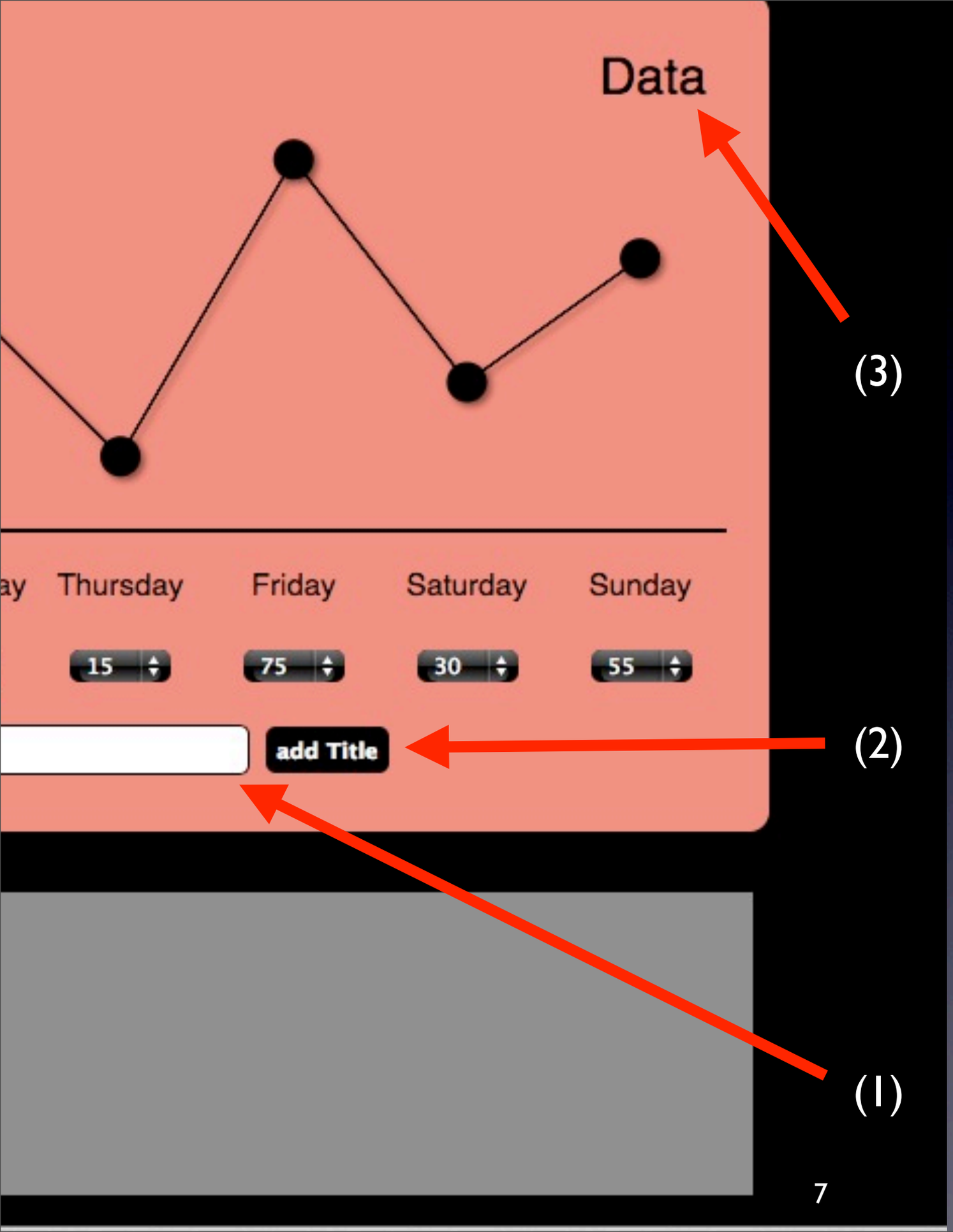
The position of a point on the chart is based on the value of the drop down menu beneath it.



The position of a point on the chart is based on the value of the drop down menu beneath it.



The chart is redrawn whenever a value is changed.



You should be able to type in text (1) which, when the appropriate button (2) is pressed, will appear on the canvas as part of the graph (3).

Adding new text should replace any existing text.

Pressing the button should add the text.

But pressing return should in the textfield should also work.

In both cases you should animate the button to indicate an action has occurred (see screencasts for an example).

The button should be flat (i.e. not use the standard HTML button animation).

Note: You are not required to use a <button> element.

Note: Keypresses

To detect the return key being pressed you can listen for all key presses on an element

```
document.getElementById("el").onkeypress = checkKey;
```

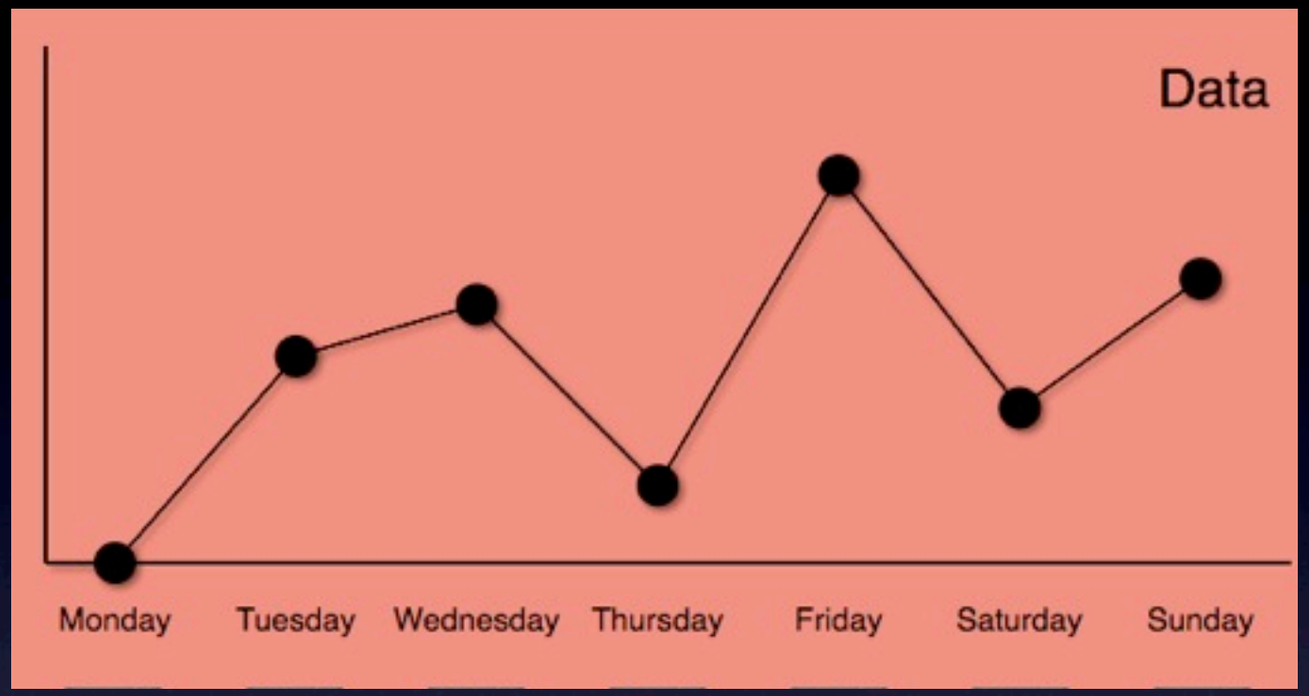
You can then check if the user pressed the return key (i.e. when the **keyCode** property of the event object is 13. The **keyCode** property stores the code of whichever key was presses.).

```
function checkKey(e)
{
	var code = e.keyCode;

	 if(code == 13)
	{
		addTitle();
	}
}
```

The drop down menus should line up with the appropriate days of the week.

But the canvas should only contain the caption, the graph, the headings (week days) and the axes (lines).

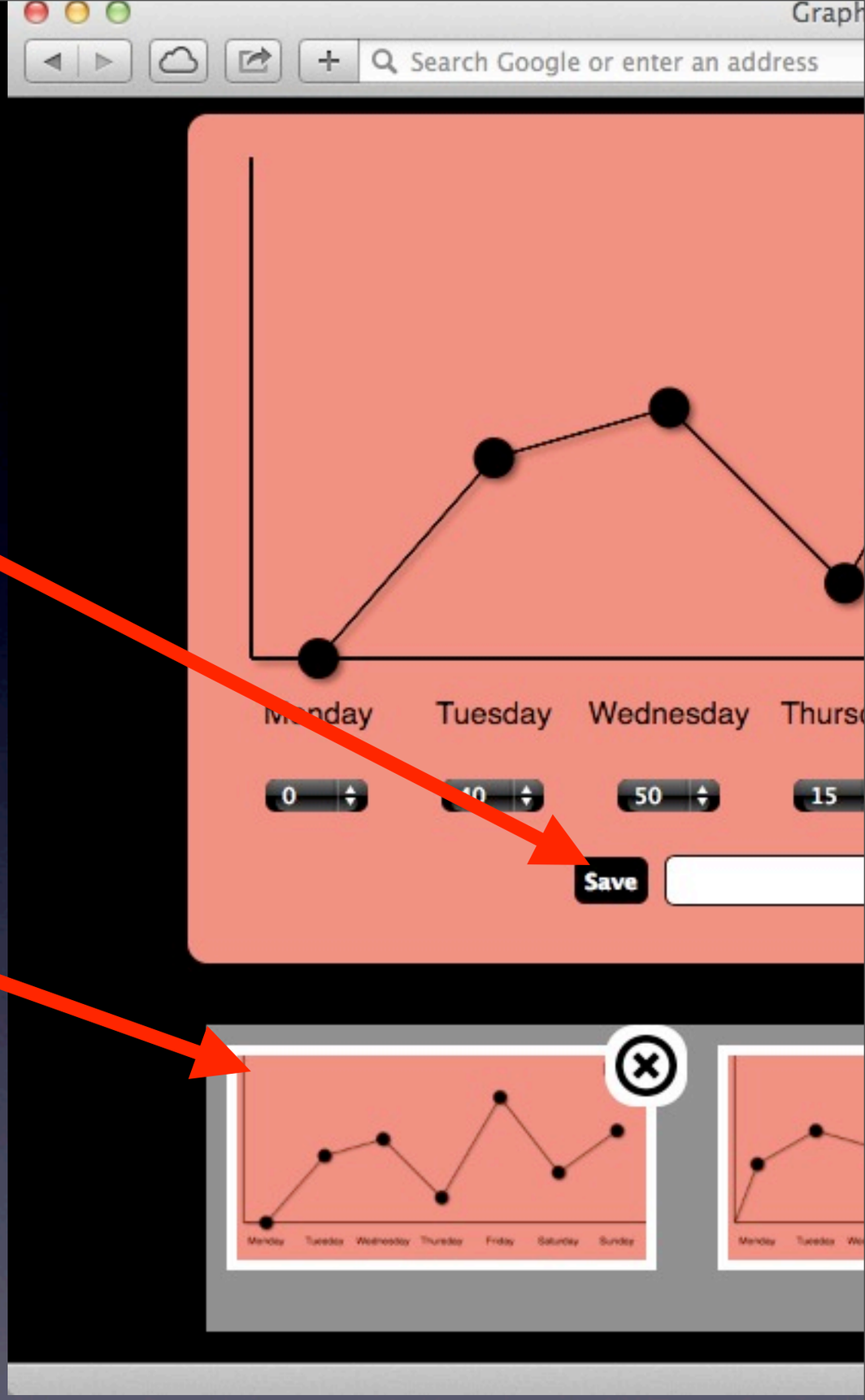


But the canvas should only contain the caption, the graph, the headings (week days) and the axes (lines).

Clicking on the **save** button (1) creates an image tag with the current version of the canvas and places it on the page (2) with any other previous "saves".

(1)

(2)

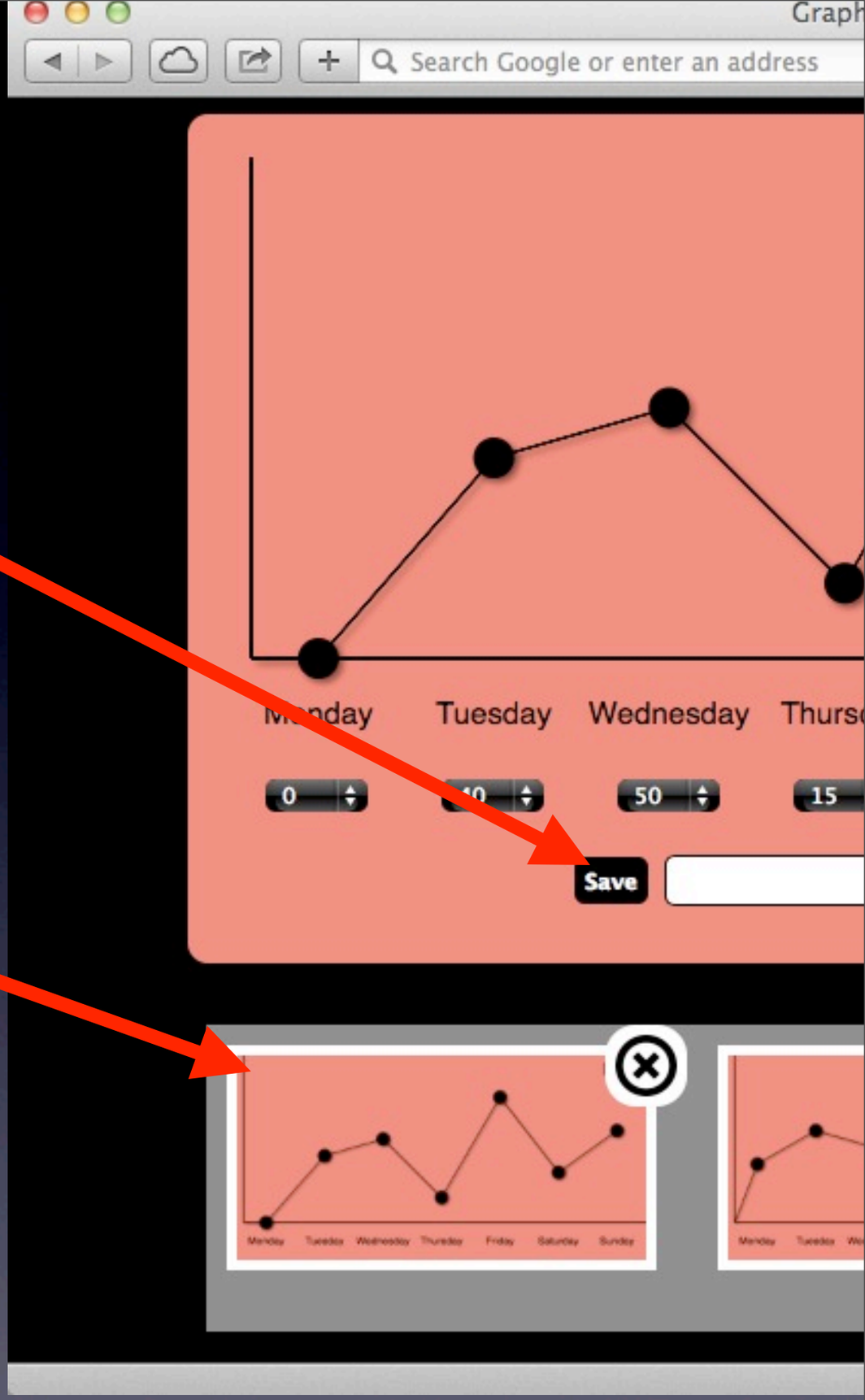


This can be achieved by getting the dataURL of the canvas.

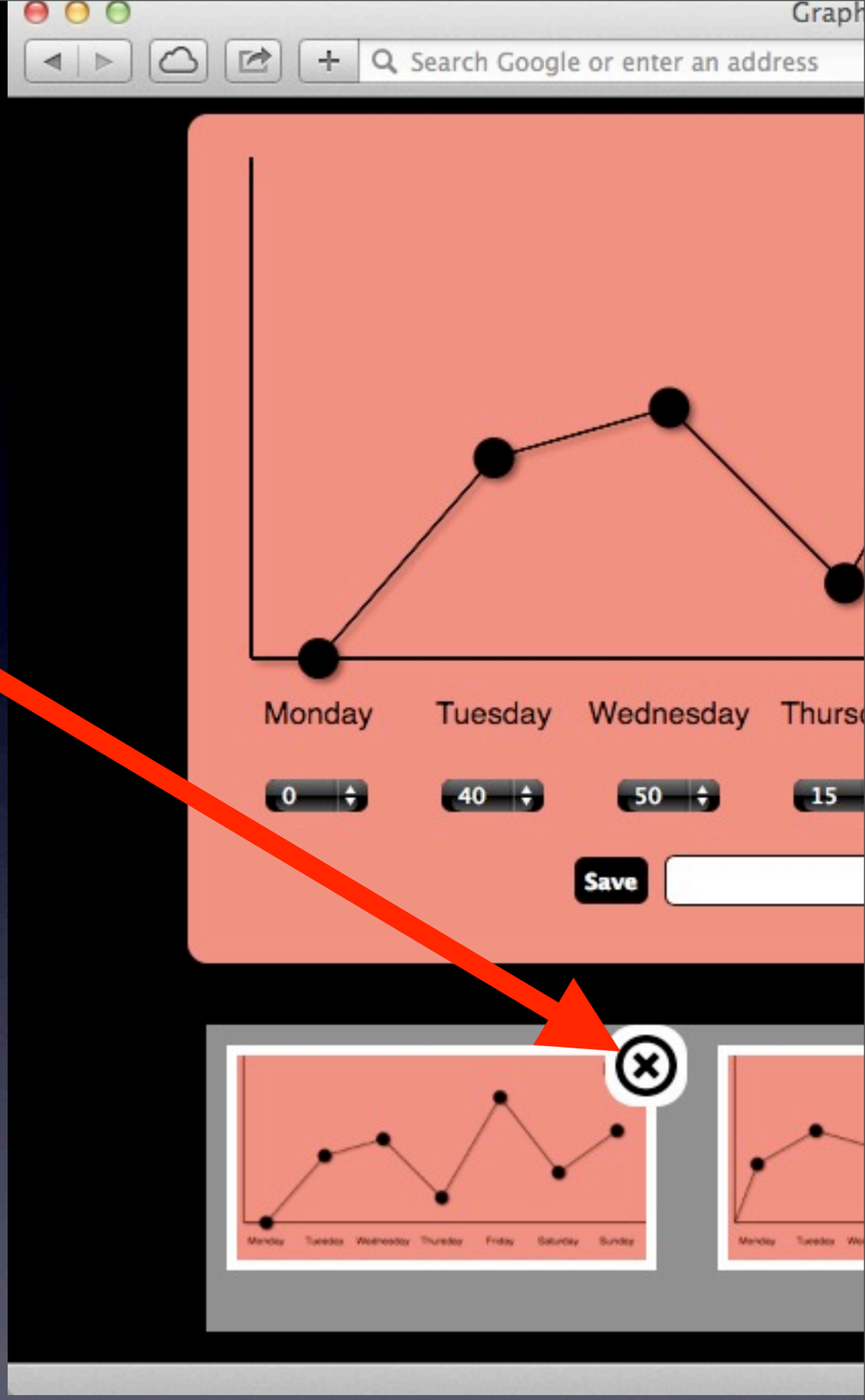
This dataURL should also be saved locally so that all the saved pictures will appear on the page whenever you load it.

(1)

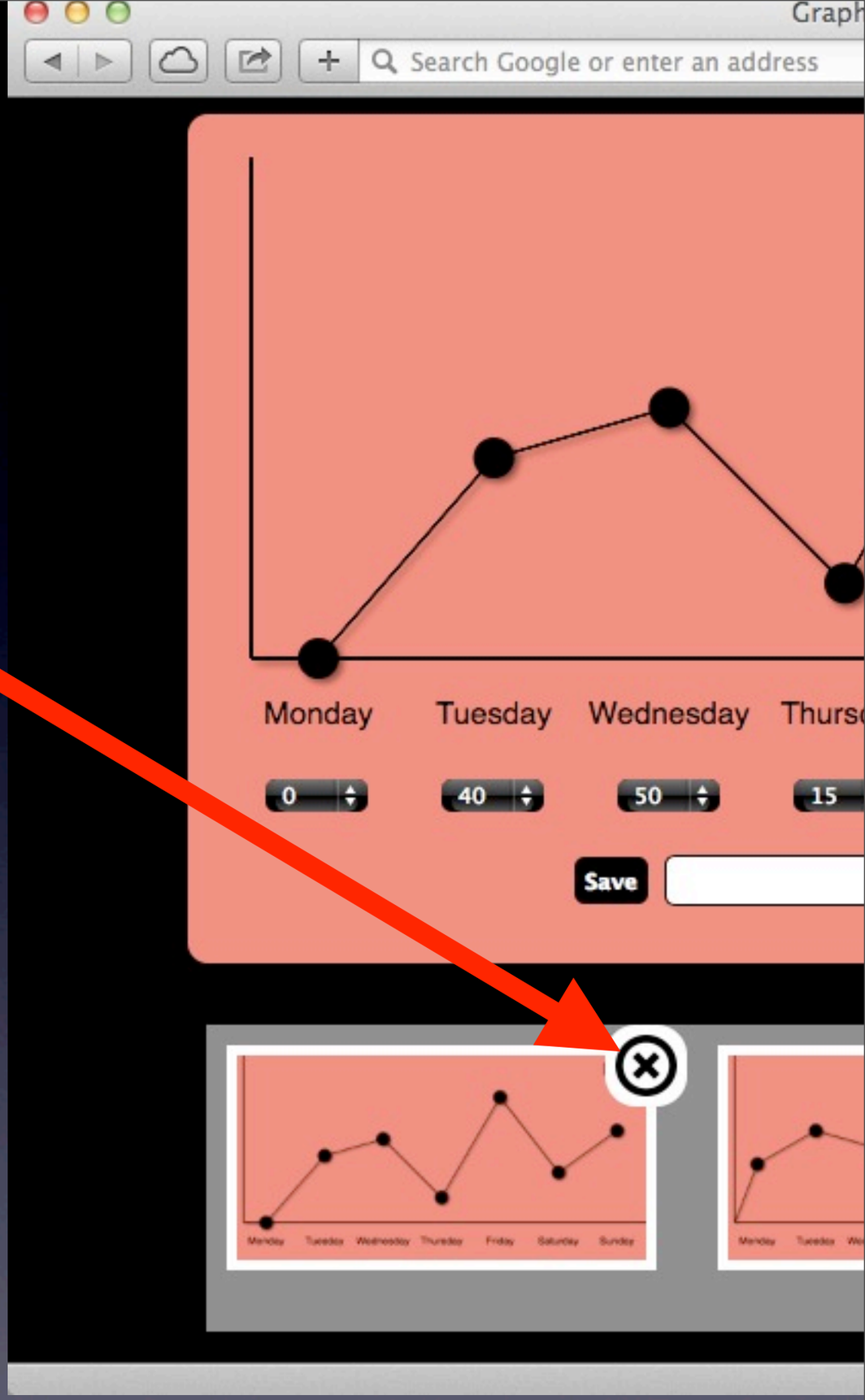
(2)



Each Image should contain a delete icon to remove it from the screen/interface.

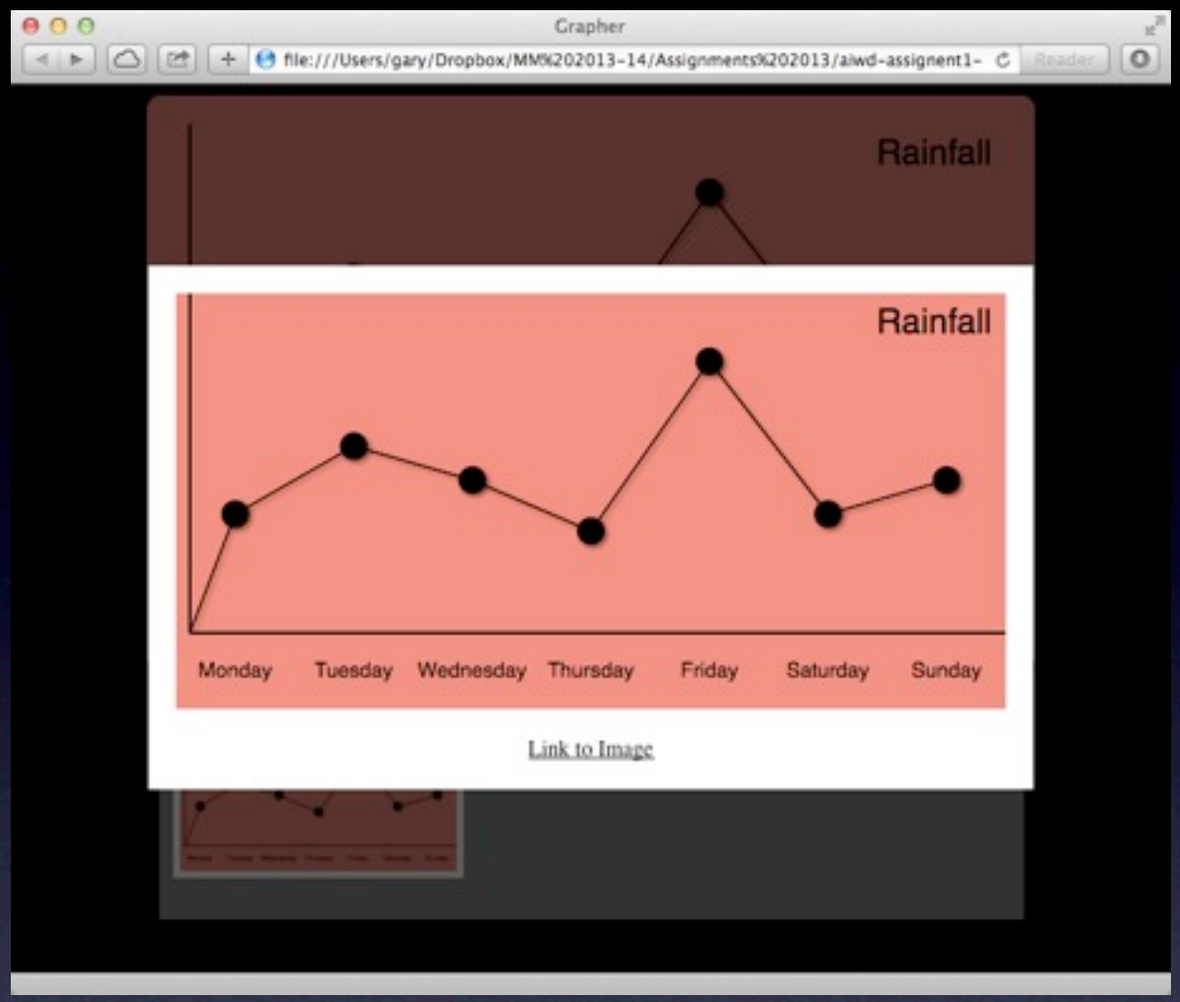


This should not only remove the saved pictures from your interface (2) but also from storage.



Clicking on an image in the "roll" will show the full sized version.

Pressing a key should hide this popup.



Command/Right-clicking the image should allow you to save it. You should also provide a link to the DataURL to easily download it.

Notes

Layout is up to you as long as you adhere to the requirements in this document.

(Including that the saved photos roll must allow for more photos to appear than would fit in the space the roll takes up visually. I.e. you can scroll it within the page. Also the title/label for the chart must be right justified.)

You must submit your work to blackboard. All work must be your own.