



Challenge No.5 - Specification

Events in JavaScript

Description

After the presentation of the challenge and receiving the starter files, each student is required to complete the assignment within the given deadline. The solution should be uploaded to GitLab, with the assessor added as a maintainer to the repository. Additionally, the student is instructed to add the solution link to the learning platform.

Level 1: Beginner

Student should apply previous basic knowledge in HTML, CSS and Bootstrap classes to create the structure and elements as required.

Student should know JavaScript variables, functions and event listeners to be used in DOM manipulation.

Level 2: Intermediate

Student should apply previous basic knowledge in HTML, CSS and Bootstrap classes to create the structure and elements as required.

Student should know JavaScript variables, functions and event listeners to be used in DOM manipulation.

Student should know how to use conditional logic (if/else) statements to enable or disable elements as required.

Level 3: Advanced

Student should apply previous basic knowledge in HTML, CSS and Bootstrap classes to create the structure and elements as required.

Student should know JavaScript variables, functions and event listeners to be used in DOM manipulation.

Student should know how to use conditional logic (if/else) statements to enable or disable elements as required.

Student should know how to use keyboard events to interact with the slideshow using arrow keys and complete all the requirements of the challenge.

Description: Interactive Image Slideshow

Using the starter files for this challenge, write a JavaScript function that displays the images in a slideshow. See the attached screenshot for reference. Use Bootstrap for easy styling.



Image Gallery


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Exercise 01: Change Images

On the HTML, add 2 buttons: 'Previous' and 'Next' that allow you to change between images when clicking on them.

Exercise 02: Disable Actions

Make sure to disable the 'Previous' button if we are viewing the first image in the gallery and also disable 'Next' button when viewing the last image in the gallery.

Exercise 03: Keyboard Events

Add event listeners to change the images by pressing the arrow left and arrow right keys on the keyboard.

Evaluation system

Criteria	Excellent 2.5p	Proficient 2.0p	Good 1.5p	Fair 1.0p	Poor 0.5p
Solution Correctness	<i>The solution is flawless, meeting all requirements and functionalities.</i>	<i>The solution is correct for the most part, with minor errors that do not significantly impact the functionality.</i>	<i>The solution is mostly correct, but there are some major errors affecting the overall functionality.</i>	<i>The solution has several major errors, making it partially functional, but shows a basic understanding of the problem.</i>	<i>The solution is incorrect, incomplete and lacks understanding of the problem.</i>
Code Quality	<i>Code is exceptionally well-organized, follows best practices, and</i>	<i>Code is mostly clear and well-organized and follows good practices, with</i>	<i>Code is mostly organized, but there are notable areas that could be improved for</i>	<i>Code lacks organization, readability, and structure, and could be</i>	<i>Code is messy, unreadable, poorly organized, and does not adhere</i>



	<i>demonstrates a deep understanding of all required concepts.</i>	<i>only minor improvements needed.</i>	<i>better readability and maintainability.</i>	<i>significantly improved.</i>	<i>to coding standards.</i>
Adherence to Specifications	<i>The solution precisely follows all specified challenge requirements.</i>	<i>The solution mostly adheres to the specifications, with only minor deviations or oversights.</i>	<i>The solution deviates from specifications in some aspects but still fulfills the main requirements.</i>	<i>The solution deviates significantly from the specifications, but some elements are implemented correctly.</i>	<i>The solution disregards most or all of the specified requirements.</i>
Documentation, Comments, Cleanliness	<i>The code is well-documented, clear and exceptionally clean. Comments explain the logic behind any complex parts.</i>	<i>Good documentation and comments. Code is generally clean with a few areas for improvement.</i>	<i>Basic documentation and comments, with room for improvement in clarity. Code cleanliness is acceptable but needs improvement.</i>	<i>Limited documentation and comments. Code lacks clarity and cleanliness and is not well-organized.</i>	<i>No documentation or comments. Code is disorganized and challenging to understand.</i>

**Deadline**

1 week after its presentation, at 23:59 (end of the day).

Assessment Rules

- ❖ Fair Assessment: ethical considerations
 - Assessors should ensure that the assessments are conducted in a fair and ethical manner, respecting the principles of academic integrity and honesty.
- ❖ Reliability and Validity: enabling consistency
 - Assessments should be consistent and reliable, meaning that they yield consistent results when applied repeatedly to the same task or performance.
 - Assessments must accurately gauge the knowledge, skills, or abilities they are intended to evaluate, ensuring their validity as indicators.
- ❖ Feedback: as a method for continuous improvement
 - Assessors should offer constructive feedback that identifies strengths and areas for improvement. The Feedback should be specific and actionable, it should include thought provoking guides and should challenge the student to become better at a specific task.
- ❖ Late Submission Policy: assessing assignments after their deadline
 - Students should be allowed a grace period of 3 days (72 hours) to make a late submission on any assignment, with the notice that they will be deducted 20% from the total possible points.
- ❖ Plagiarism Policy: assessing assignments with matching solutions
 - In the event of suspected plagiarism, the assessor is required to promptly collaborate with the Student Experience Coordinator/Team as the initial step. Together, they will draft a notice to remind students of the strict prohibition against plagiarism, with potential repercussions for recurrent violations. The following actions will be considered in cases of repeated plagiarism:
 - If a submitted solution exhibits substantial similarity, exceeding 60%, with another student's work (individually or within a group), the respective challenge will incur a 50% reduction from the maximum points attainable.
 - In cases where a solution is identified as more than 90% identical to another student's work (individually or within a group), the challenge in question will receive a score of 0 points.
 - The use of generative AI is encouraged as a learning tool in our educational programs; however, students must engage with the material and contribute with original thought. Reliance on AI for complete content generation is strictly prohibited and will result in point deductions, official warning, or other academic penalties.
 - Upon completion of the assessment process for each challenge/project, the assessor is tasked with selecting the most complete, optimal, and creative solution and to showcase it by publishing it on the platform together with the assessment results
- ❖ Timeliness: timeframe for delivering results and feedback to students
 - Feedback on challenges should be provided within 7 days after the deadline

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has passed.