



PHP Bootcamp

Day 00

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Summary:

This document is the day00's subject for the PHP bootcamp.

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Chapter I

Foreword

“I have the feeling these people are trying to kill us!”

“I know father!”

“It’s a new experience for me!”

“Happens all the time to me!”

*Remember that when this dialogue happened,
a bootcamp would not have been possible.*


Chapter II

General Instructions

- Only this page will serve as reference; do not trust rumors.
- Watch out! This document could potentially change up to an hour before submission.
- Only the work submitted on the repository will be accounted for during peer-2-peer correction.
- As when you did C Bootcamp, your exercises will be corrected by your peers AND/OR by Moulinette.
- Moulinette is very meticulous and strict in its evaluation of your work. It is entirely automated and there is no way to negotiate with it. So if you want to avoid bad surprises, be as thorough as possible.
- Using a forbidden function is considered cheating. Cheaters get -42, and this grade is non-negotiable.
- These exercises are carefully laid out by order of difficulty - from easiest to hardest. We **will not** take into account a successfully completed harder exercise if an easier one is not perfectly functional.
- You cannot leave any additional file in your repository than those specified in the subject.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- Your reference guide is called **Google / the Internet / <http://www.php.net> /**
- Think of discussing on the Forum. The solution to your problem is probably there already. Otherwise you will start the conversation.
- Examine the examples thoroughly. They could very well call for details that are not explicitly mentioned in the subject ...
- By Odin, by Thor ! Use your brain !!!

Chapter III

Exercise 00 : Basics or home

	Exercise 00
Basics or home	
Turn-in directory : <i>ex00/</i>	
Files to turn in : basics.html	
Allowed functions : n/a	
Notes : n/a	

Note: this first exercise, similar to the next ones, has 2 premises. The first is that you have watched the introduction video to HTML/CSS, and the second is that you won't try to look for a pre-packaged answer for the exercises but will really do your best to learn HTML.

We will start with something simple. If you can't do it at first, take a break, go home and come back when you are feeling better.


Create a web page that contain the following elements:

- A pink background (“Pink ? what’s wrong with pink ?”). Be cautious, this is not a random color choice.
- “Basics” as the navigation tab’s title.
- A title -so bigger- in white, centered, that contains at least 1 special character.
- Two images side by side representing online shops.
- Under each image, a link to the matching website.
- Under that, a horizontal line that separates the page (no matter the size of the window).
- Finally, under this line, aligned on the right side of the page, in italic and with a monospace font, the copyright symbol, your login, and the current year. (“© ol 2014”).

Note: this exercise should be consumed with moderation.

Chapter IV

Exercise 01 : Mendeleïev


	Exercise 01
Mendeleïev	
Turn-in directory : <i>ex01/</i>	
Files to turn in : mendeleïev.html	
Allowed functions : n/a	
Notes : n/a	

Create a webpage that represents Dimitri Mendeleïev complete periodic table of the elements (the current version). The constraints are as follows:

- The page must contain at least one image, but not for the table itself or for a part of it, only for embellishment.
- It needs color to be pretty.
- Each box in the periodic table contains in the middle and in **BOLD** the symbol of the element, and in small its number, as well as it's atomic weight, respectively in the lower left and top right corners.
- The information seen in the table must be in a modifiable text, for example during your defense.

Chapter V

Exercise 02 : Day of the 42

	Exercise 02
Day of the 42	
Turn-in directory : <i>ex02/</i>	
Files to turn in : <code>doft.html doft.css resources/</code>	
Allowed functions : <code>n/a</code>	
Notes : <code>n/a</code>	

Local foreword: “I feel like I could... like I could... like I could... TAKE ON THE WORLD!!”

Create very precisely and totally identical the page of the fictional game “Day of the 42” of which you have an image below and in the annex. To create this, you have a slew of compulsory images that you must use (no more, no less). Pay attention to all the details, the positioning, the fonts, the colors, the frames... there are also some links and hot links that will direct you to the following sites:

- The `reload.png` image whose title is “Start from the beginning” will bounce you to *www.disney.com*.
- `close.gif` (“Disconnect”) goes to *www.relaischateaux.com*.
- The actions on the left are respectively named “Advance”, “Take”, “Look”, “Use”, “Speak”. The alt/title must use that name.
- In the central image, a zone on the principal chair in the center (the second one from the right) goes to *www.ikea.com* and the biggest screen, from the back, in the lower right corner goes to *www.apple.com*.
- You can choose the object’s titles but they must have one.

Seriously, if you have never played it, take at least half a day after bootcamp, it’s mandatory . Particularly since the remastered version just came out.

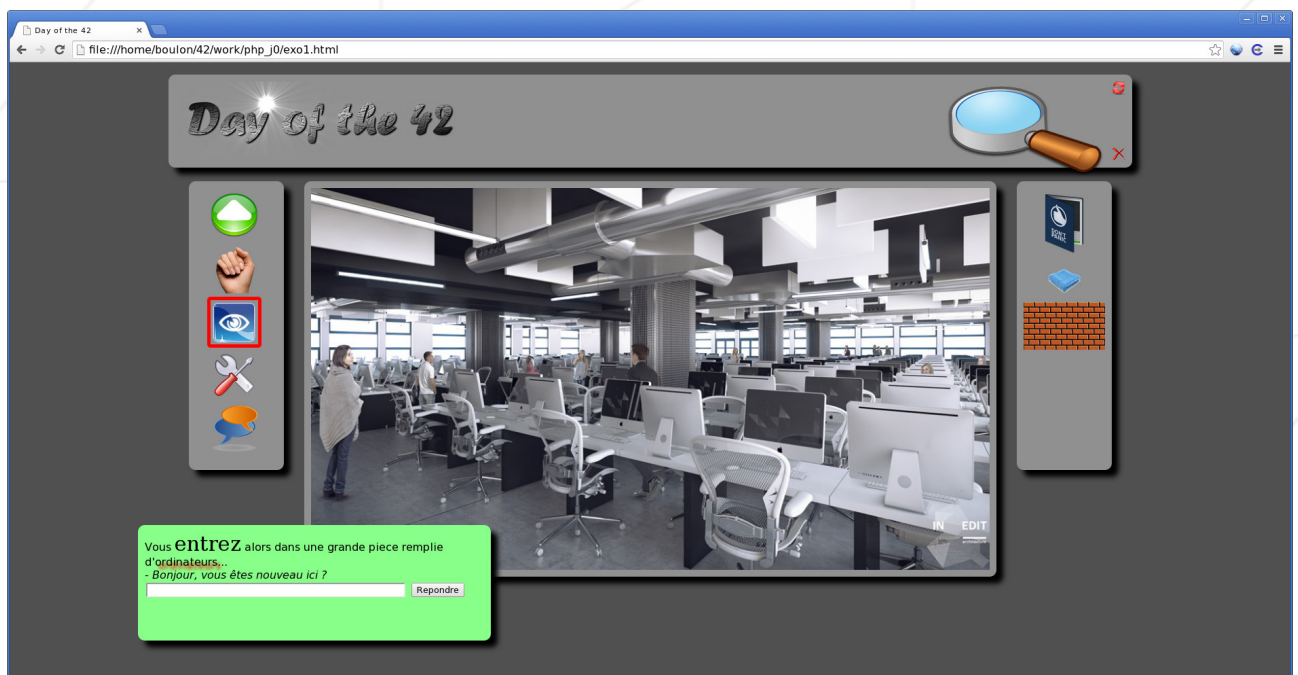



Figure V.1: “Day of the 42” page

Chapter VI


Exercise 03 : The shrunk agent

	Exercise 03
The shrunk agent	
Turn-in directory : <i>ex03/</i>	
Files to turn in : responsive.html responsive.css	
Allowed functions : n/a	
Notes : n/a	

Like most Russians at some paranoid time in History, Dimitri Mendeleïev was an agent. If he wasn't at the origin of the former important press outfit (TASS agency), however, he too started to shrink in time. His periodic table did as well. Copy your periodic table from the first exercise and make it responsive to the browser resizing. The periodic table must shrink, the fonts as well. Do as you wish but do not listen to the Javascript pros that will say that it can't be done without it. Stay on CSS and wait for day09 for the JS.

Chapter VII

Exercise 04 : SNCF* Sandwich

	Exercise 04
SNCF* Sandwich	
Turn-in directory : <i>ex04/</i>	
Files to turn in : <code>menu.html</code> <code>menu.css</code>	
Allowed functions : <code>n/a</code>	
Notes : <code>n/a</code>	

A train leaves Paris for Lyon, Saturday September 12th 1985, day of a lunar eclipse. It will ride at 216 km/h, the wind blows S/SE at a factor 5, and the temperature outside the train is 13 degree Celsius, and 22°C inside. The sky is cloudy. Another train leaves Lyon for Paris, on the same day at 23:00. It is riding at 224km/h. Which one of these two train will be the furthest away from Paris when they will cross path?

While you mull over the question, have a SNCF ham and cheese sandwich commonly referred as “Drop-down menu”. You have some ingredients that are authorized, others are forbidden:


- Ingrédient CSS : OK.
- Ingrédient HTML : OK.
- Ingrédient Javascript : NON.
- Ingrédient autre : NON.

Although the aesthetic is subjective, please create a SNCF sandwich -Drop-down menu- that will be appetizing -rather nice to look at-.

*(French National Railway Company)

Chapter VIII

Exercise 05 : SCUMM

	Exercise 05
SCUMM	
Turn-in directory : <i>ex05/</i>	
Files to turn in : scumm.html *	
Allowed functions : n/a	
Notes : n/a	

Ok, so you've done a pretty interface for your game "Day of the 42", but it would be great to be able to actually play it. Create a mini-story. Make the lot playable. Only constraint: no web server, (no Apache, no nginx or anything else), you can only be played from files. JS if you want, but you can do without with LOADS of HTML files.

The grading will take into account that we can:

- Navigate to many places while changing the central image.
- Command actions from the left banner.
- Grab objects.
- Use objets.
- Talk to characters.
- Have a description of the elements present when we look at them.
- Combine the prior points with some zones in the image: I choose an action, then I click on the image on the concerned spot.

Consider these items as options. No option, 0 to the exercise. Many options, many points.

The submission file is your entry file. It must exist. You can then add all the additional files you wish.