6.0 hours
Project Status Passed

Project 1

Random Quote Generator

Exceeds Expectations

Your project was reviewed and looks great! Take a look over your grade details to see how you can improve.

Keep Going

- Instructions
- How you'll be graded
- Your Grade

In this project, you'll create an app that displays random famous quotes each time a button is clicked. You can display a quote from a famous athlete, politician, or historical figure:

> "The only thing we have to fear is fear itself." — Franklin Delano Roosevelt.

You'll need to use your knowledge of basic JavaScript syntax, including variables, loops and object literals, to complete this project.

To help you get started, we'll give you basic HTML and CSS, as well a JavaScript file containing some starter code. But you'll have to find the quotes yourself and build the data structure to store them in.

This project is a fun and effective way for you to practice fundamental JavaScript skills. It also gives you a simple interactive portfolio piece to show off your understanding of JavaScript.

When you're done, you'll put your finished project on GitHub, an important tool used by millions of developers to help share code and work collaboratively on programming projects. Creating and using a GitHub account is also a great way to share your work with potential employers.

NOTE: To get an "Exceeds Expectations" grade for this project, you'll need to "exceed" on **every** requirement that has an "Exceeds Expectations" option.

Before you start

To prepare for this project you'll need to make sure you complete and understand these steps.

3 steps

- **Make sure you have a GitHub account and know how to create a new repository and upload files to it. You'll submit your finished work for each Techdegree project using GitHub.**
- **If you need a reminder on how to use GitHub and GitHub desktop, check out the workshop Share Your Projects wIth GitHub Desktop. Note: When you download Github Desktop, scroll down to the**

bottom of the page to where it says "Not Ready for Desktop Beta?" and download the earlier release of Github Desktop.

- **Download the project files by clicking the Project Files link on this page. We've supplied four files for you to use:**
    - `index.html` is the web page you'll link your JavaScript file to, and on which you'll display random quotes. It includes a sample of the HTML you'll need to dynamically create with JavaScript.
    - Inside the `js` folder is `script.js`, a starter JavaScript file that includes some code to get you started. You'll add your own programming to this file also.
    - There are two CSS stylesheets in the `css` folder containing styles which format the page and the displayed quotes.

Project Instructions

To complete this project, follow the instructions below. If you get stuck, ask a question in the community.

6 steps

- **Create an array of JavaScript objects to hold the data for your quotes. Name the array `quotes`. The `quotes` array should be accessible in the global scope.**
- **Each quote object in the `quotes` array should have the following properties:**
    - A `quote` property which contains a string: the text of the quote that will be displayed on the page.
    - A `source` property which contains a string identifying the creator of the quote. For example: "Mark Twain" or "Traditional Irish proverb."
        - An *optional* `citation` property which contains a string identifying where the quote comes from, like a speech or publication. For example, "Famous Anonymous Jokes." If there is no known publication, do not include this property on the object.
        - An *optional* `year` property which contains a number identifying the date of the quote. For example, `1997`. If there is no known date, then do not include this property on the object.
- **Create a function named `getRandomQuote` which:**
    - selects a random quote object from the quotes array
    - returns the randomly selected quote object
- **Create a function named `printQuote` which follows these rules:**
    - `printQuote` calls the `getRandomQuote` function and stores the returned quote object in a variable
    - `printQuote` constructs a string containing the different properties of the quote object using the following HTML template:

```
<p class="quote"> [quote here] </p>
<p class="source"> [source here]
  <span class="citation"> [citation here] </span>
  <span class="year"> [year here] </span>
</p>
```

    - `printQuote` doesn't add a for a missing citation or a if the year property is missing
    - `printQuote` displays the final HTML string to the page. You can use this JS snippet to accomplish that: `document.getElementById('quote-box').innerHTML`

- **Add comments to your code.**

- **Before you submit your project for review, make sure you can check off all of the items on the Student Project Submission Checklist. The checklist is designed to help you make sure you've met the grading requirements and that your project is complete and ready to be submitted!**

NOTE: It's good practice to check your project for cross browser compatibility. We recommend making sure your project looks and functions as expected in at least 3 different browsers.

Extra Credit

To get an "exceeds" rating, you can expand on the project in the following ways:

4 steps

- **Add more properties to the quote object. For example, a `tags` property could include a list of "tags" like "humor", "business", or "politics" to categorize each quote.**

- **When the quote changes, randomly change the background color of the page.**

- **Don't display a random quote more than once until ALL quotes from the array have been displayed. To help reviewers (and yourself) verify that the quotes don't repeat until they've all been displayed, log the quote to the console each time the "Show Another Quote" button is clicked.**

- **Refresh the quote after a set amount of time. For example, every 30 seconds, make a new quote appear. (You can use the setInterval() or setTimeout() method to do this -- see the links in the "Additional Resources" section).**

NOTE:

  - To get an "Exceeds Expectations" grade for this project, you'll need to complete **each** of the items in this section. See the rubric in the "**How You'll Be Graded**" tab above for details on how you'll be graded.
  - If you're shooting for the "Exceeds Expectations" grade, it is recommended that you mention so in your submission notes.
  - Passing grades are final. If you try for the "Exceeds Expectations" grade, but miss an item and receive a "Meets Expectations" grade, you won't get a second chance. Exceptions can be made for items that have been misgraded in review.

Download files

Zip file

Project Resources

Workshop

Share Your Techdegree Projects with GitHub Desktop

Workshops

JavaScript Practice Workshops

Course Video

Create a Random Number

Course Video

The Object Literal

External Link

window.setInterval()

External Link

window.setTimeout()

Need Help?

Have questions about this project? Start a discussion with the community and Treehouse staff.

Get Help