



PROG1128 JavaScript Programming

JavaScript Programming Assignment 2

1. See the attached video for implementation
2. Create an **index.html** page
3. Create an **app.js** file and reference it in your index.html page
4. The **app.js** script file will do the following:
 - Prompt the user (using **prompt()**) for their first name and store the value in a variable. Make the variable meaningful and using proper convention.
 - Prompt the user (using **prompt()**) for their last name and store the value in a variable. Make the variable meaningful and using proper convention.
 - Using String Templates, add your first and last name variables into a message, display the following using **alert**:
 - i. Hello <First Name Variable Value> <Last Name Variable Value>. I have several prompts for you to collect some data. Please be patient and complete them all.
 - ii. See video for required behavior
5. Within the **index.html** page within a script tag in the head tag complete the following:
 - Get the current date and time and store this in a meaningful variable
 - Prompt the user **Provide a length in pixels for a square:** and store the input into a meaningful variable name for **square length**
 - Prompt the user **Provide a length in pixels for a rectangle:** and store the input into a meaningful variable name for **rectangle length**
 - Prompt the user **Provide a width in pixels for a rectangle:** and store the input into a meaningful variable name for **rectangle width**
 - Prompt the user **Provide a base in pixels for a triangle:** and store the input into a meaningful variable name for **triangle base**
 - Prompt the user **Provide a height in pixels for a triangle:** and store the input into a meaningful variable name for **triangle height**
 - With the collected data calculate the following and store in meaningful variable names
 - i. Perimeter of the square in pixels: **square length x 4**
 - ii. Area of the square in pixels: **square length x square length**
 - iii. Perimeter of the rectangle in pixels: **2 x rectangle width + 2 x rectangle height**
 - iv. Area of the triangle in pixels: **½ x triangle base * triangle height**
6. Within the body of the **index.html** page and an **h1** tag with the message seen in the video and also print the current date and time stored in the above mentioned date time variable

Ensure the proper commenting for assignments is included at the top of your code. Commit and push to GitHub regularly until the due date.



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7. For each shape, create the appropriate h2 tags for each section. Use String Templates for each section
 - Square
 - i. Show length message
 - ii. Show perimeter message
 - iii. Show area message
 - iv. Bonus (Not required for assignment)
 1. Add a svg (scalable vector graphics) to create a square with the given square length variables
 - Rectangle
 - i. Show length message
 - ii. Show width message
 - iii. Show perimeter message
 - iv. Show area message
 - v. Bonus (Not required for assignment)
 1. Add a svg (scalable vector graphics) to create a rectangle with the given length and width variables
 - Triangle
 - i. Show base message
 - ii. Show height message
 - iii. Show area message
 - iv. Bonus (Not required for assignment)
 1. Add a svg (scalable vector graphics) to create a triangle with the given base and height variables
8. Ensure authoring comments are included in app.js and index.html
 - Index.html use html comments
 - App.js use block JavaScript comments
 - Required information:
 - i. Author:
 - ii. Title:
 - iii. Date:

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