

To Do:

For Assignment One, you are to create a JavaScript application. The application you design, and implement is up to you.

You can take one of the practical labs and extend it to include DOM manipulation.

For example, demonstrate your understanding of string manipulation by showing how each method works.

JavaScript:

Your application **must** include:

- Some String Manipulation method(s)
- Use of Functions (Arrow)
- Arrays & Array Methods & Traversal
- DOM manipulation
- Event Handling
- Dynamic page updates

Other JavaScript to include:

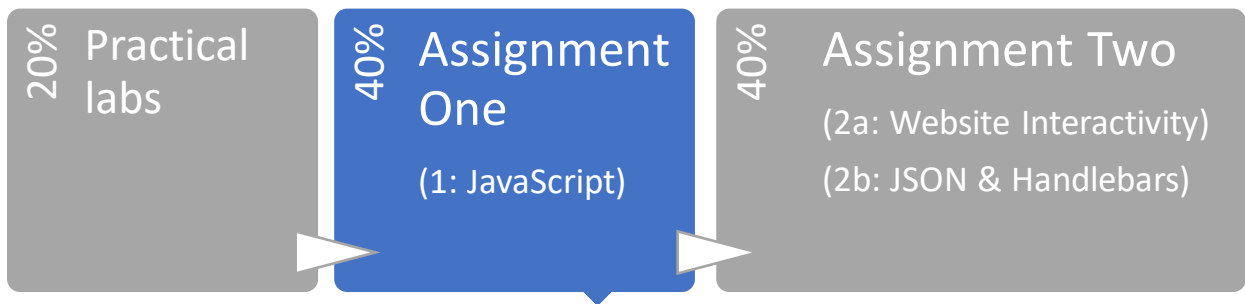
- Variables
- Iteration
- Conditional statements
- Operators
- Date() Object

HTML, CSS, Flexbox, Semantic UI:

Your application should have an **aesthetically pleasing** design.

Submission:

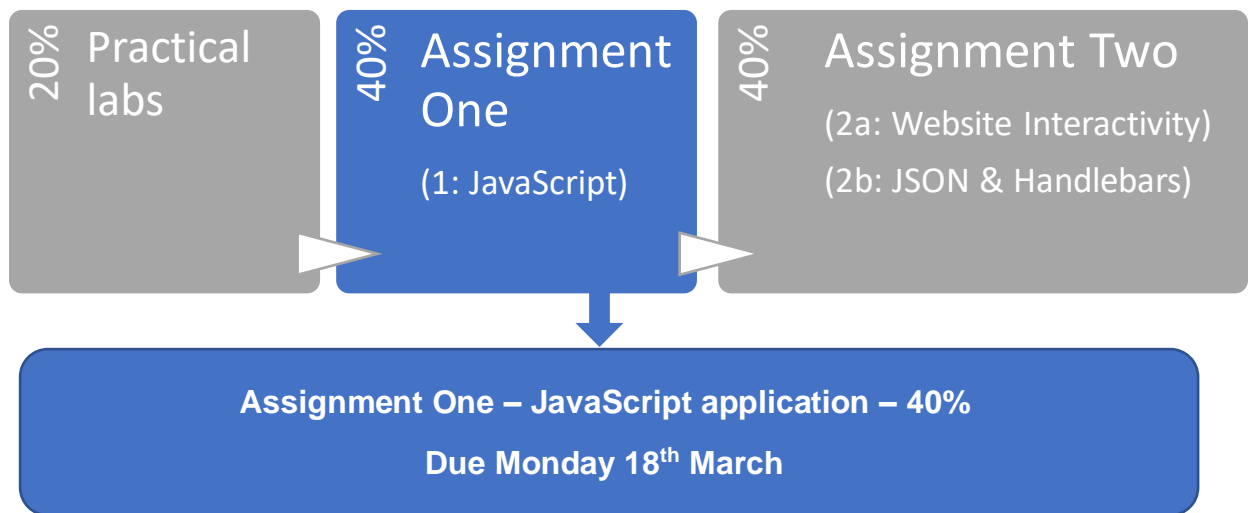
Your application must be deployed to a web server. To submit your assignment, copy the URL of your website into the upload area on Moodle (click add submission, then paste into the text box provided).



Assignment One – JavaScript application – 40%

Due Monday 18th March

JavaScript	Include	Do not include
Input	Form elements	prompt()
Output to the screen	DOM methods	document.write() console.log()
Functions	Arrow	function { }
Array manipulation	forEach(), for of	for (i = 0; i < arr.length; i++)
Variable declaration and assignment	const, let	var
Equality	=== and !==	== and !=



JavaScript	Mark Breakdown
Project Structure: <ul style="list-style-type: none"> Folder Structure Deployment 	10
Website Application Layout	20
String Manipulation <ul style="list-style-type: none"> Use of Methods Code 	10
Functions <ul style="list-style-type: none"> Structure (Arrow) Function Calls Code 	10
Arrays <ul style="list-style-type: none"> Creation/Definition Manipulation Use of Methods Code 	10
DOM manipulation <ul style="list-style-type: none"> Element selection and manipulation Event Handling Dynamic page updates Code 	30
Variables, Iteration, Conditional statements, Operators, Date() Object, Math() Object <ul style="list-style-type: none"> Use Code 	10