Assignment 2 Report

CSCI110 Introduction to W3 Technologies Spring Session 2013

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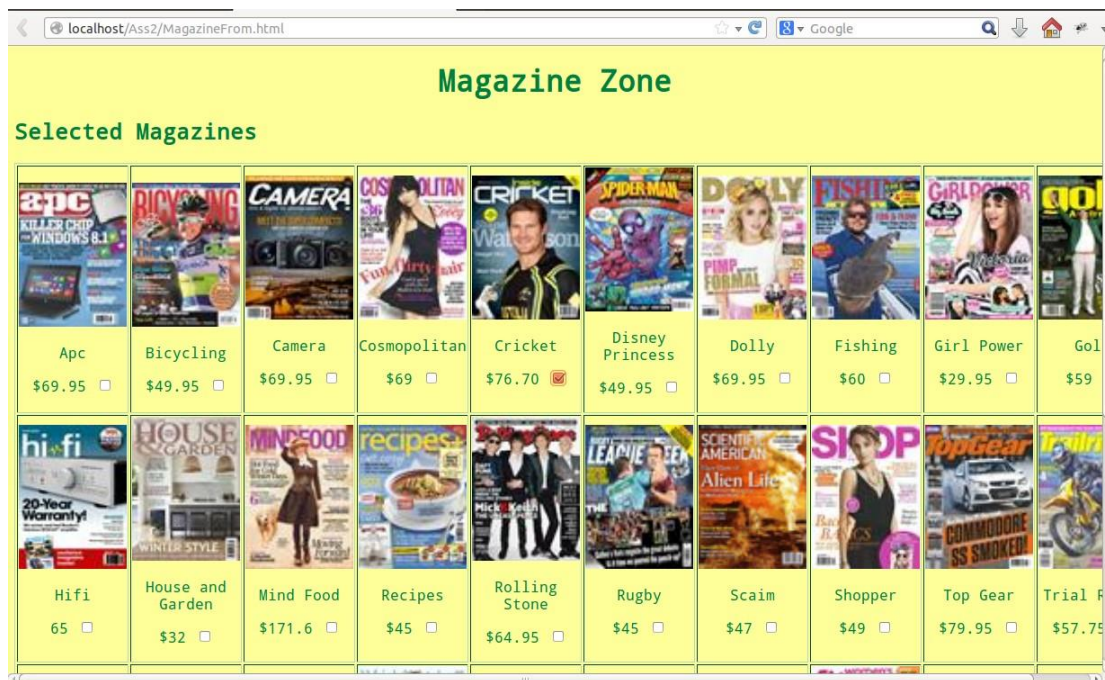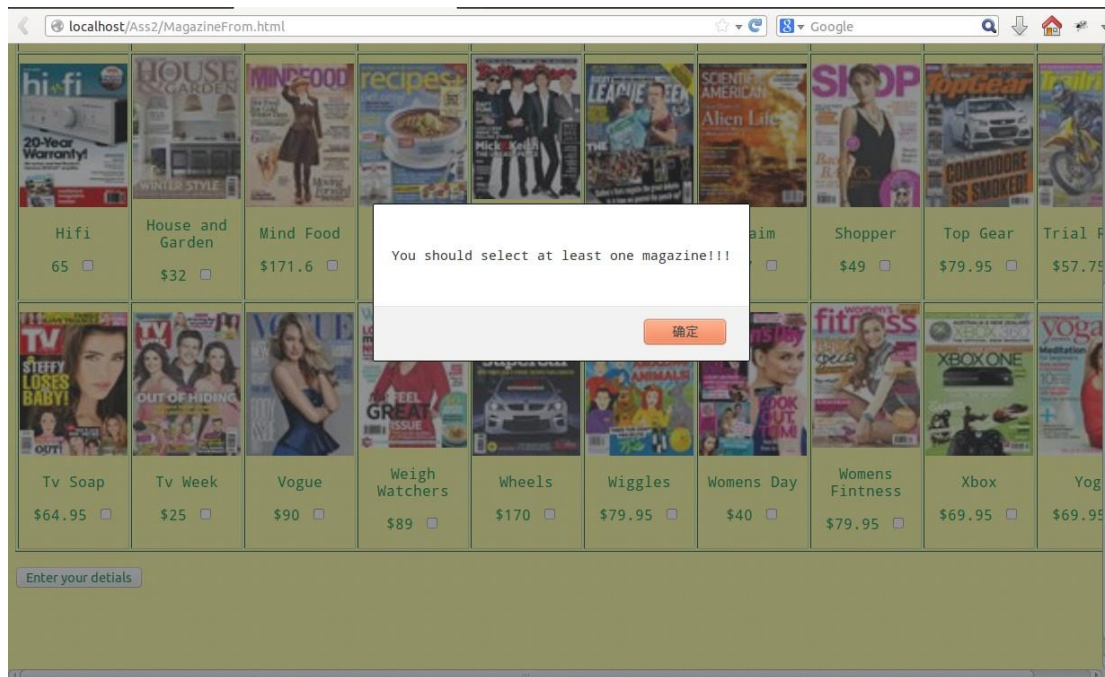*ID:* 4370673

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1. Magazine Store

The first part of this assignment is record the information of buying magazines online with certified of JavaScript to ensure the correction of each submitted information.

(The index page of Magazine Zone)

(The index page code of Magazine Zone)

(Pop-up if none of magazines has been chosen)

(CSS file for the part 1 which is really simple)

(After choosing the magazine, asking user to input detail information)

(Pop-up when user input invalid information)

```
248   <label>
249     <input type="text" name="hp" id="hp" />
250   </label>
251   Mobile
252   <label>
253     <input type="text" name="cellphone" id="cp" />
254   </label>
255   Email
256   <label>
257     <input type="text" name="email" id="email" />
258   </label>
259 </p>
260 </fieldset>
261 <fieldset>
262 <legend>Address</legend>
263
264 <p>Address Line 1
265   <label>
266     <input name="add1" type="text" id="add1" value="" style="width:50%"/>
267   </label>
268 </p>
269 <p>Address Line 2
270   <label>
271     <input type="text" name="add2" id="add2" style="width:50%"/>
272   </label>
273 </p>
274 <p>City
275   <label>
276     <input type="text" name="city" id="city" />
277   </label>
278   Postcode
279   <label>
280     <input type="text" name="post" id="post" />
281   </label>
282   State
283   <label>
284     <select name="state" id="state">
```

(Some part of code for details)

Magazine Store

Confrim and Submit Order

Fishing	$60
Cricket	$76.7
Mind Food	$171.6

Delivery

Mr Yi Jin

32/4 Lofuts Street

Wollongong

NSW   2522

Pyament

************4659

Total cost of order $ 308.3

Submit Order

Go back to revise subscription choices   Go back to revise details

(Final confirm for purchasing)

```
1  /*
2   * To change this template, choose Tools | Templates
3   * and open the template in the editor.
4   */
5  var choose= new Array();
6  var price=new Array();
7  function checkmag()
8  {
9      var mag=document.getElementByName("magazine");
10     var pri=document.getElementById("price");
11     if (document.getElementByName("magazine").checked)
12     {
13         for (i=0;i<30 ;i++)
14         {
15             choose[i]= mag.value;
16             price[i]=pri.value;
17         }
18         return true;
19     }
20     return false;
21 }
22 var shown='';
23         function hideOnLoad()
24         {
25             divs=document.getElementsByTagName("DIV");
26             number=divs.length;
27             for(i=0;i<number;i++)
28             {
29                 adiv=divs[i];
30                 if(adiv.id!="number1")
31                     adiv.style.display="none";
32             }
33             shown='';
34         }
35         function hideDiv(id)
36         {
```

(Js file for magazine store)
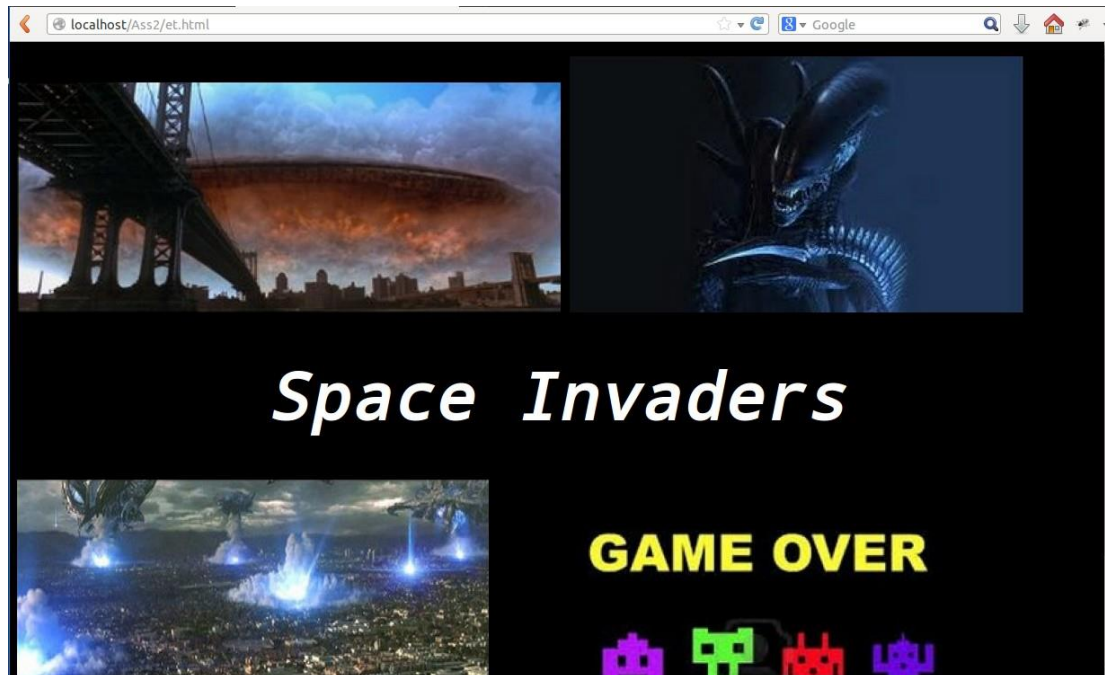
```
55 function confirmsubmit(){
56
57    if(
58        checkgname()&&
59        checkfname()&&
60        checkemail()&&
61        checkadd1()&&
62        checkpost()&&
63        ishp()&&
64        iscp()&&
65        iscrnum()&&
66        isccv()&&
67        havetext(document.getElementById('gname').value)&&
68        havetext(document.getElementById('fname').value)&&
69        havetext(document.getElementById('email').value)&&
70        havetext(document.getElementById('add1').value)&&
71        isValidDateString()
72        )
73        {
74        return confirmsubmit();
75        }
76
77    else{
78        if (!(havetext(document.getElementById('gname').value))) msg = " You haven't input your given name";
79        if (!(havetext(document.getElementById('fname').value))) msg = " You haven't input your family name";
80        if (!(havetext(document.getElementById('add1').value))) msg = " You haven't input your address";
81        if (!(havetext(document.getElementById('email').value))) msg = " It is not a correct format of email!!!";
82        if (!(ishp())) msg = " The home phone should be in number";
83        if (!(iscp())) msg = " The cell phone should be in number";
84        if (!iscrnum()) msg = "Invaild card number !!!";
85        if (!(isccv())) msg = "Invaild CCV number ";
86        alert(msg);
87    }
88 }
89 function ishp()
90 {
91    if(isNaN(document.getElementById("hp").value))
92        return false;
```

(Js file for magazine store continued)

2. Space Invader

The second part of this assignment is building a game called space invader by using JavaScript. It is really time-consuming for programming and de-bug by browsers.

(The menu of the page)


```
/var/www/Ass2/et.html
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
5 <title>Space Invaders</title>
6 <style type="text/css">
7 body {
8     background-color: #000;
9 }
10 #tittle {
11     color: #FFF;
12 }
13 </style>
14 </head>
15
16 <body>
17    <p><img src="spaceinvaders/a.jpg" width="605" height="256">  <img src="spaceinvaders/b.jpg" width="505" height="285"><h1 style="font-size:72px"
18 <p><img src="spaceinvaders/e.jpg" width="525" height="345">       <img src="spaceinvaders/c.jpg" width="450" height="289"></p>
19
20 </body>
21 </html>
22
```

(The code of menu page)
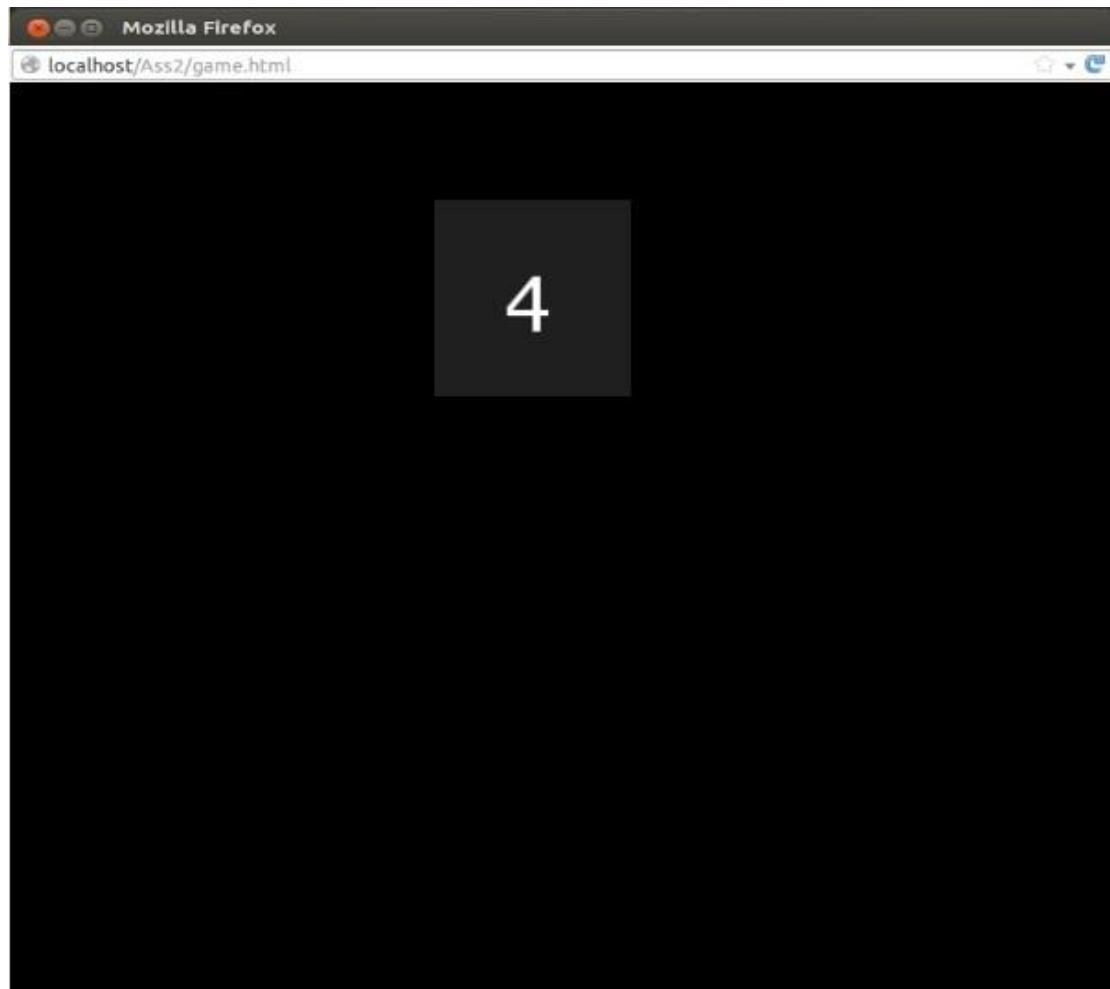
(When user clicking to start the game giving them 5 seconds for preparing)

(The aim of game is stopping invaders going through the gun and destroy them as more as you can)
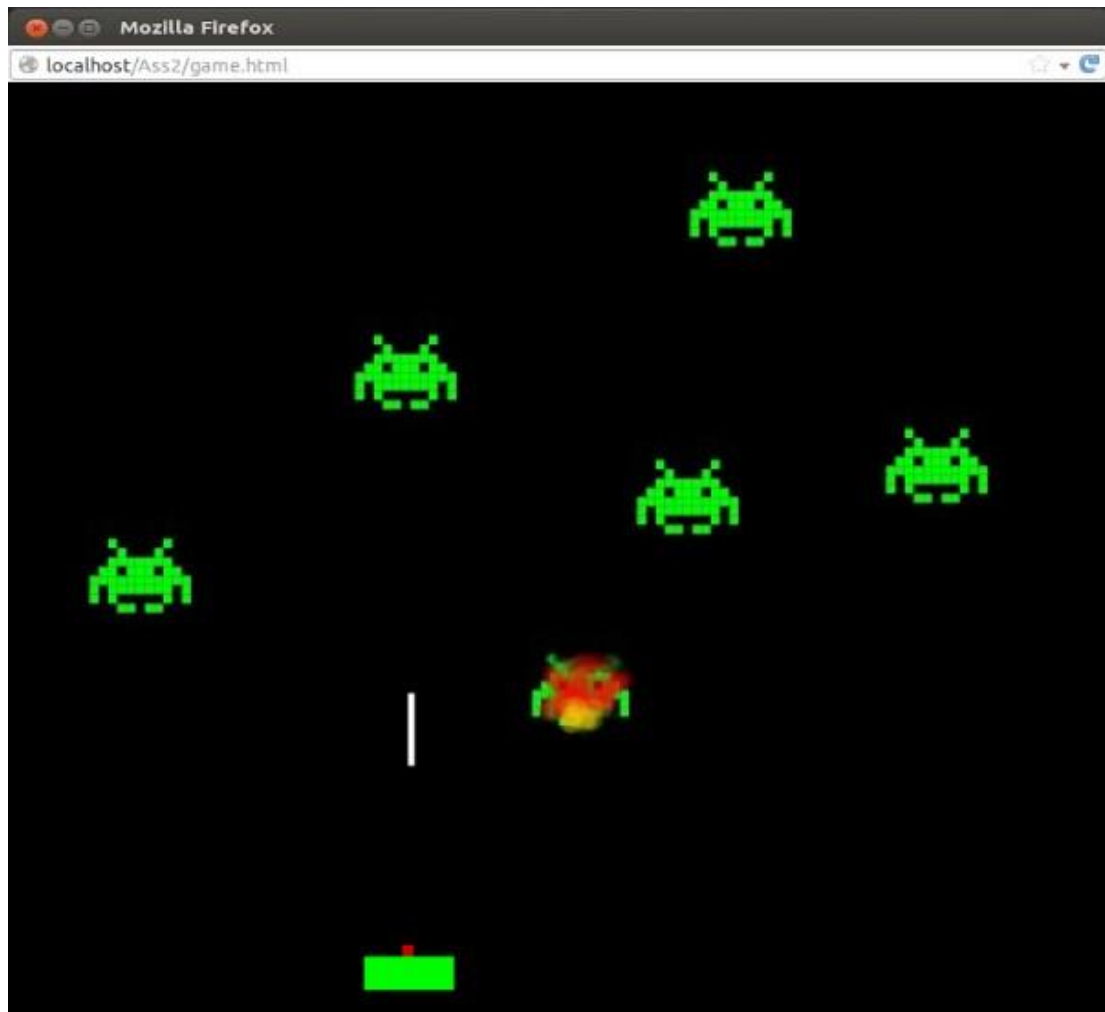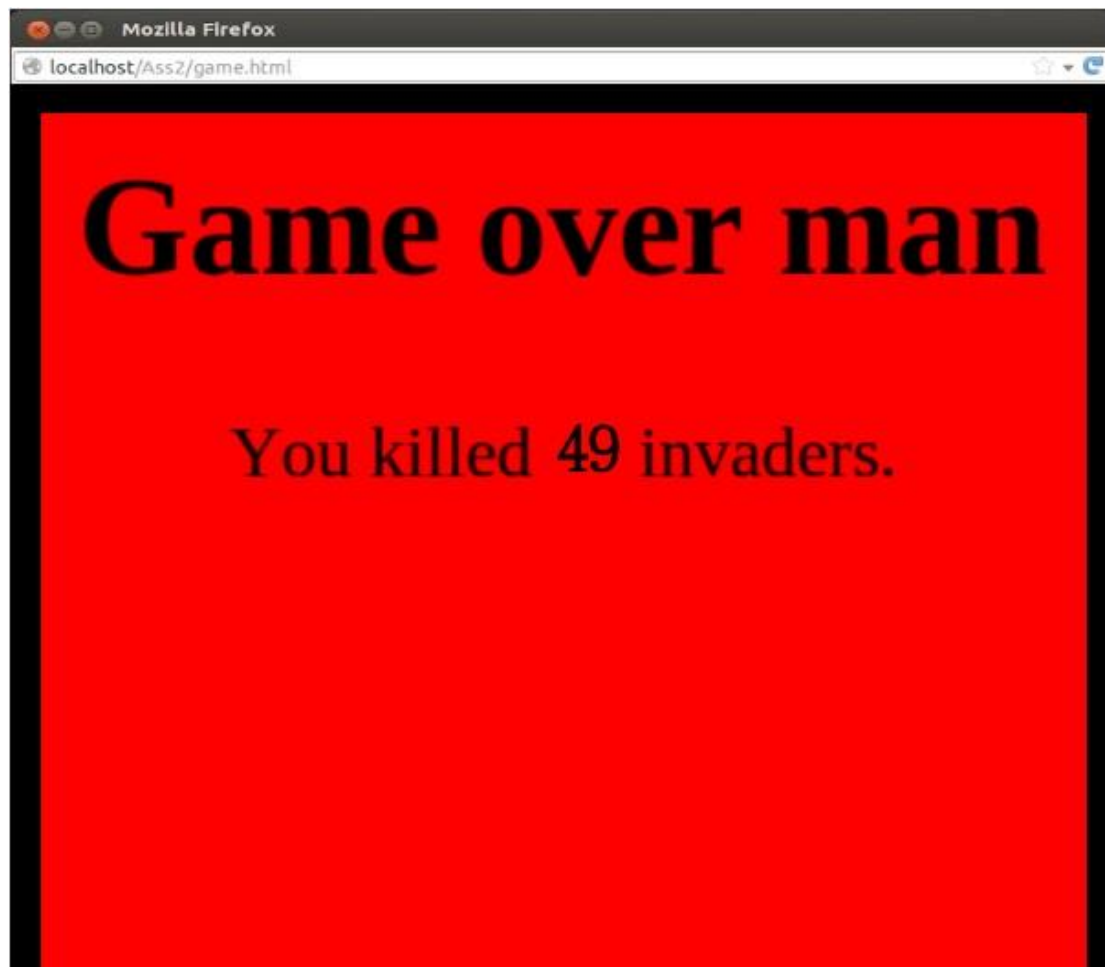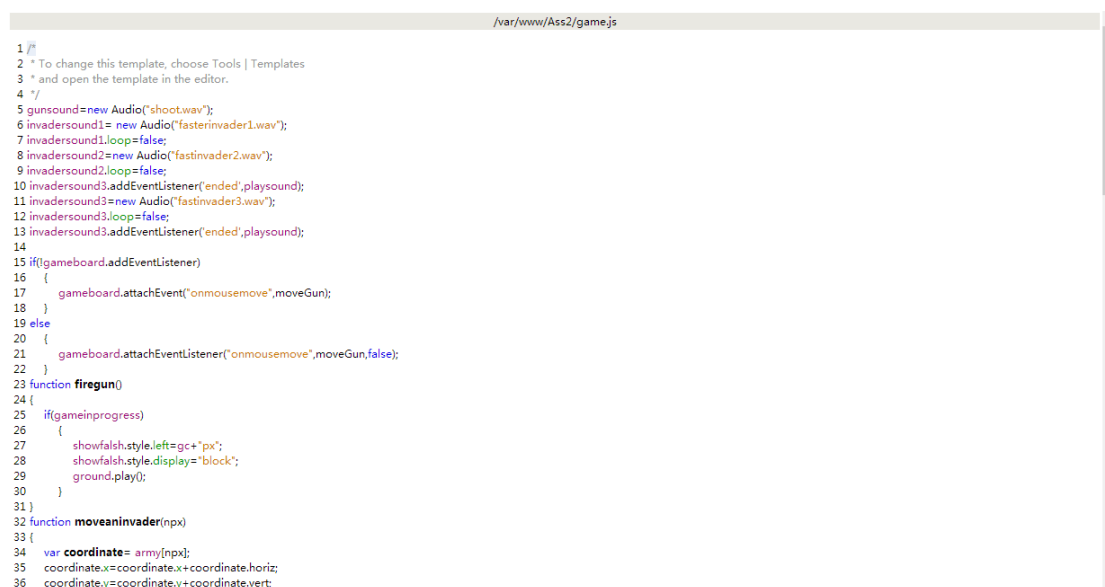
(If user died, showing them the game over face)

(Some JavaScript code for this game)

```javascript
55        */
56   init : function(argv) {
57
58          // Set default position
59          this.pos = [];
60          this.pos["x"] = argv[0];
61          this.pos["y"] = argv[1];
62
63          // Score
64          this.score = argv[2];
65          this.backgroundOffSet = argv[3];
66
67          this.backgroundIter = 0;
68
69          // Make sprite
70          this.sprite = glow.dom.create("<div class='invader'></div>");
71          this.sprite.css("background-position", "0px " + this.backgroundOffSet + "px");
72          this.move();
73
74
75   },
76
77   die : function() {
78
79          this.dead = true;
80
81          this.sprite.css("background-position", "-48px " + this.backgroundOffSet + "px");
82
83       var myAnim = new glow.anim.Animation(0.5, {tween:glow.tweens.easeBoth()});
84          glow.events.addListener(myAnim, "complete", function() {
85                  this.sprite.remove();
86                  glow.events.fire(this, 'dead');
87              },
88            this);
89
90          myAnim.start();
91
92   },
```

(Some JavaScript code for this game continued)

```javascript
85                  this.sprite.remove();
86                  glow.events.fire(this, 'dead');
87              },
88            this);
89
90          myAnim.start();
91
92   },
93
94   fire : function() {
95          var x = parseInt(this.sprite.css("left"));
96          var y = parseInt(this.sprite.css("top"));
97
98          bullet = new InvaderBullet(x + 15,y,1,1);
99          Game.addBullet(bullet)
100          bullet.fire();
101   },
102
103      /**
104       * Set new CSS position
105       */
106   move : function() {
107          this.sprite.css("left", this.pos["x"] + "px");
108          this.sprite.css("top",  this.pos["y"] + "px");
109
110          if (!this.dead) {
111              if (this.backgroundIter == 0) {
112                  this.sprite.css("background-position", "-24px " + this.backgroundOffSet + "px");
113                  this.backgroundIter = 1;
114              } else {
115                  this.sprite.css("background-position", "0px " + this.backgroundOffSet + "px");
116                  this.backgroundIter = 0;
117              }
118          }
119      }
120 }
121
122
```

(Some JavaScript code for this game continued)