

Assessment 1

The main goal of this assessment is to present your resume in an elegant, creative way. This resume will act as your entry point in the web development world. Innovate and be creative.

Requirements:

The resume shall be designed and developed using only vanilla HTML, CSS and JavaScript. Your resume shall contain at least one html file, one css file, one js file. Any images, fonts and others shall be placed under the “Assets” folder.

HTML

The layout of your resume created using HTML shall be as follows:

Option 1:

- Develop your layout using tables
- Use attributes rowspan and colspan
- Include a photo of yourself
- Divide your resume in clear and concise sections (hint: hr Tag or CSS borders and spacing)
- Add icons for each section
- Add at least two links (they can be placed inside of images or anything)
- Add a vertical line from top to end of resume / add multiple vertical lines from top of resume to end of resume.

Option2:

- Develop your layout using html5 semantic tags (eg: header,footer,main,section, etc...)
- Include a photo of yourself
- Divide your resume in clear and concise sections (hint: hr Tag or CSS borders and spacing)
- Add icons for each section
- Add at least two links

- Add a vertical line from top to end of resume / add multiple vertical lines from top of resume to end of resume.

CSS

The styling of the layout shall be done using only vanilla CSS. The HTML layout shall not include any styling attributes:

Eg:

Not accepted

```

```

Accepted

```
<style>
    .width-200p{
        width: "200px";
    }
    .height-200p{
        height: "200px";
    }
</style>

```

Only Option:

- All the layout shall be styled using Css.
- The css shall contain at least one primary selector (tag | class | id)
- The css shall contain at least one advanced selector (based on context eg: article > p+h1)
- The css shall contain at least one pseudo selectors (eg: :hover, :focus, :visible, etc)
- The css shall contain at least one animation using ANIMATION property OR using TRANSITION property

JS

The scripting of the layout shall be done only with vanilla JS. The resume shall contain at least 3 of the following requirements.

1. Add a button dynamically using DOM manipulation that toggles the visibility of a specific section of the resume.
2. Create a feature using DOM manipulation to change the background color of the resume when a button is clicked.
3. Implement a dynamic counter using DOM manipulation that updates each time a new skill is added to the resume.
4. Develop a functionality using DOM manipulation to dynamically update the resume title based on user input.
5. Create a feature using DOM manipulation to dynamically add a new section to the resume when a button is clicked.
6. Implement a simple animation using DOM manipulation, such as a fading effect, when displaying new sections of the resume.
7. Develop a feature using DOM manipulation to dynamically update the font size of the resume text based on user selection.
8. Implement a functionality using DOM manipulation to allow users to drag and rearrange sections of the resume.
9. Create an interactive graph using the Canvas API to visualize the user's skill levels on different topics.
10. Implement a feature using the Canvas API to dynamically generate a visual representation of the user's work experience timeline.
11. Implement a functionality using the Geolocation API to automatically display the user's current location on the resume.

Resources

<https://fonts.google.com/>

<https://fontawesome.com/>

<https://www.w3schools.com/>

<https://developer.mozilla.org/en-US/>

<https://javascript.info/>

Notes

IMPORTANT

All the html and css shall be validated

To validate the html add your HTML(* ONLY HTML CODE) AT THE FOLLOWING LINK :

https://validator.w3.org/#validate_by_input

The css shall be validated at

<https://jigsaw.w3.org/css-validator/>

Each student will have between 5-10 minutes for the presentation.

After the presentation the student shall be able to respond to 3-5 questions based on the resume and learned concepts.

Have fun