Introduction to ITWS

Place your name on the top of this document in the header

Enter your answers directly into this document (unless instructed otherwise)

All answers should be in be in Your Own Words, and use proper grammar

There are multiple questions on this test. Make sure you complete them all.

Make sure your answers use an alternative font and/or color – (not black or red)

Create a branch for this quiz called quiz2 and switch to that branch

Create a folder, somewhere under the root of your website (iit) for this quiz called quiz2

Save this document into that folder as *yourName*-*yourRCSID-F24*Quiz2.docx

Create a readme file in the same folder and discuss any relevant information about the lab.

(Include at least; your GitHub id, Repo name, Azure homepage link, and Discord handle.)

Place all quiz other specific documents (if any) in the same folder

Commit your changes as instructed below and push to GitHub

DO NOT create a pull request or merge your changes

NOTE: You are not to discuss this quiz with anyone. You are not to reference old (previous semester) submissions for ‘help’ or guidance. You may not solicit or receive help online or in-person. You may reference online resources, and you may use the notes from this class, but all work must be your own and you must figure out the solutions on your own. Do not us AI to answer these questions – you may use it for assistance – however if you do, you must state explicitly what you asked and what was returned in your readme files.

1. Technology (coding): (40 points, 30 minutes)
   1. Create a JSON file containing a collection with an array containing 10 names. (10 points)

Question1A.json

* 1. Using JavaScript and jQuery, write the code/files necessary to (20 points)
     1. Display a form on the screen which will display a submit button
     2. When the user clicks submit, the form should display the names in an ordered list.
     3. Bind an event to the names, so that when the user clicks on a name, an alert will pop up with the name clicked (10 points)

Question1B.html, Question1B.js

1. Technology (description) (20 points, 15 minutes): Web Development
   1. What is a CDN and how do we use them in this class? Be Specific and give 2 examples used in class (5 points)

A CDN is a content delivery network. It is a group of connected servers that host things such as web pages, images, videos, etc. in order to increase speed. We have used them to host JQuery for us, so we don’t have to host it on our own server.

* 1. Explain the difference between relative and absolute links as it relates to our websites & severs. Explain how we use these links and where we use one over the other. Use examples that we covered in class and from your own personal implementations. (5 points)

Relative linking is a way of referencing external documents in relation to your current file location. Absolute linking includes the host and its full file location. We use both of these (usually relative linking) to reference things such as CSS and JavaScript. We usually use relative linking because even if a file gets moved around, when you consider its location relative to your current location, it may still be the same.

* 1. What is meant by the following – be specific as to the meaning and steps
     1. Create a development branch (2 points)

Creating a development branch is creating a copy of the main repository for you to develop on without the changes being committed right away. (Done by going into GitHub Desktop and under branches at the top, click new branch)

* + 1. Stage (2 points)

Staging is where you make changes and review them before committing. (Done by editing files in Visual Studio Code)

* + 1. Move to production (2 points)

Moving to production is where you publish your changes and commit them. (Done by publishing the branch to GitHub, merging into main, and pulling the changes down)

* + 1. Deploy (4 points)

Deploying is where you commit the changes that you’ve made. (Done by ssh’ing into your web server in terminal, going to your root folder, and performing a git pull, which pulls down all the changes from GitHub to your server)

1. Web Science/HCI (20 points, 15 min) (Explain in detail)
   1. According to the Lecture by Dr. Erickson, what is Web Science? Why is it important? (10 points)

Web Science is the scientific study of the world wide web and how we can understand it. It matters because the web is so large and is driven by people. It has a lot of effects on people and our society, so understanding these effects, the components of the web, how it’s structured, how it grew, and what continues to drive its growth are all important questions for us to answer.

* 1. What is the Gutenberg method? Where and why do we use it. (5 points)

The Gutenberg method is a technique of organizing a web page to optimize it for the user. It follows the thought that people will start by looking at the top left of the page, then moving right, then the bottom left, then the bottom right. This leads to wanting to include information such as the website name, what they do, and what they’re asking the user to do, to be displayed in the top left. Following this through all of the different areas of the screen, eventually when you get to the bottom right, it’s where the user is actually interacting with the page after they’ve gathered information. We use it on web pages to maximize user attention.

* 1. What is Figma and how do we use it? How did you use in in class and how did you use it for your projects? Be specific) (5 points

Figma is a wire framing tool where you can collaborate with people to make prototypes of a project. We used BalsamIQ in class and for our projects. In class, we had 2 members of our group develop personas to develop a story board for our product, while 3 of us created a mockup of an app. For our projects, one member of our group developed personas and 2 of us created graphics of what we want all of the pages on our group project to look like.

1. Case 1 – Job Co. (20 points, 10 minutes) (Explain in detail)
   1. What is a digital transformation?

A digital transformation is an initiative launched in a company to incorporate more digital technology and change the way they work.

* 1. What is the difference between Agile and Waterfall

Agile is a methodology where developers work in short bursts before getting user feedback on what they’ve created. Waterfall methodology is where developers create their entire product before releasing. Agile is a more modern way of working and is more responsive to user feedback.

* 1. Which did you choose if any for your group project and why? Be specific.

We didn’t have a formal conversation about which methodology we were going to use. However, based on our outline of when we expect certain parts of our project to be done, we are working in more of a waterfall environment. Our goal is to work on and finish a certain part of our project, one step at a time, not creating a functional product until the end. It seemed to be the most logical and straightforward way to work.