

Name: MACARAEG, JAKE RUSSELL F Date: 09/12/2024

Course and Year: BSIT - 3 Section: IAB2

APPDEV1

Introduction to Application Development 1

Laboratory Activities



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First Term Activities

ActivityGuide1

APPDEV1 - INTRODUCTION TO APPLICATION DEVELOPMENT ACTIVITY GUIDE #1 (FIRST TERM)

JEREMY MOSES T. EBREO

Activity Guide: Create the indicated JavaScript Programs for the problems below. 5 points each.

Rubrics:

5 points - There are no errors in the program code and it solves the indicated specifications.

3 points – There are evident errors in the program code and it somewhat solves the indicated specifications.

0 points – There are no traces of program code for the specifications presented.

1. Personal Information

Design a program that displays the following information:

- Your Name
- Your address, with city, state and ZIP
- Your telephone number
- Your college major

2. Sales Prediction

A company has determined that its annual profit is typically 23 percent of total sales. Design a program that asks the user to enter the projected amount of total sales, and then displays the profit that will be made from that amount.

Hint: Use the value 0.23 to represent 23 percent.

3. Distance Traveled

Assuming there are no accidents or delays, the distance that a car travels down the interstate can be calculated with the following formula:

Distance = Speed x Time

A car is traveling at 60 miles per hour. Design a program that displays the following:

- The distance the car will travel in 5 hours
- The distance the car will travel in 8 hours
- The distance the car will travel in 12 hours

4. Miles-per-Gallon

A car's miles-per-gallon (MPG) can be calculated with the following formula:

MPG = Miles driven / Gallons of gas used

Design a program that asks the user for the number of miles driven and the gallons of gas used. It should calculate the car's miles per gallon and display the result on the screen.

5. Celsius to Fahrenheit Temperature Converter

Design a program that converts Celsius temperatures to Fahrenheit temperatures. The formula is as follows:

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Activity Guide #1

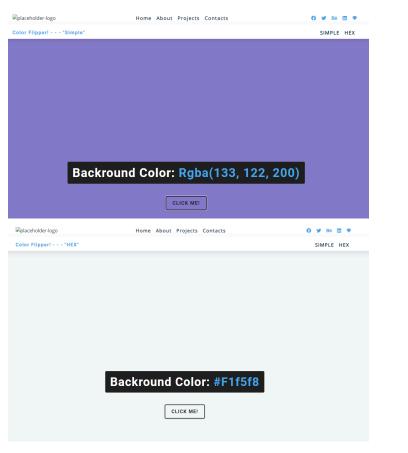
Percentage of Females: 60%

1. Personal Information Name: Jake Address: Pangasinan Telephone Number: 0915 College Major: BSIT Hello Jake, I See that you're from Pangasinan, and you are also pursuing your degree of BSIT and you can be contacted using 0915, 2. Sales Prediction Projected Total Sales: 23 Calculate Profit The Profit is 5.29 3. Distance Traveled Distance in 5 hours: 300 miles Distance in 8 hours: 480 miles Distance in 12 hours: 720 miles 4. Miles-per-Gallon Miles Driven: 123 Gallons of Gas Used: 12 Calculate MPG Miles-per-Gallon: 10.25 5. Celsius to Fahrenheit Temperature Converter Celsius Temperature: 23 Convert to Fahrenheit Fahrenheit Temperature: 73.40 °F 6. Cookie Calories Number of Cookies Eaten: 30 Calculate Calories Total Calories Consumed: 225.00 7. Male and Female Number of Males: 8 Number of Females: 12 Calculate Percentages Percentage of Males: 40%



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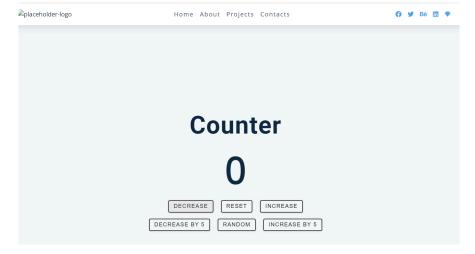
COLOR PICKER (Simple & Hex)



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Counter

```
JS app.js
JSPROJECTS > Counter > JS app.js > ...
      let count = 0;
      const value = document.querySelector("#value")
      const btns = document.querySelectorAll('.btn')
      console.log(btns)
      btns.forEach((btn) => {
           btn.addEventListener('click', (e) => {
               const styles = e.currentTarget.classList
               if (styles.contains('decrease')) {
                   count--
               } else if (styles.contains('increase')) {
               } else if (styles.contains('decreaseByFive')) {
                   count -= 5
               } else if (styles.contains('increaseByFive')) {
                   count += 5
               } else if (styles.contains('random')) {
                  count = Math.floor(Math.random() * 301) - 150
                   count = 0
               if (count > 0) {
                   value.style.color = "green"
                else if (count < 0) {
                  value.style.color = "red"
                   value.style.color = "black"
               value.textContent = count
```





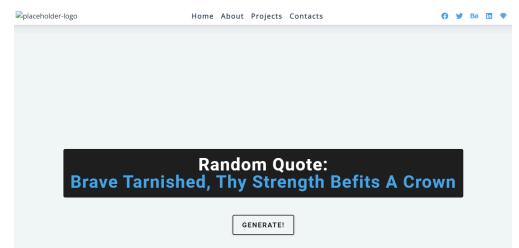
Navbar

Home About Projects Contacts



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RandomQuoteGenerator





Simple Automated Timer

Activity Guide (Simple Timer)

:

Jeremy Moses Ebreo • Aug 28

10 points Due Aug 28, 11:59 PM

Web Application Specifications:

Create an automated timer using JavaScript and CSS. You should reuse the elements and files from our Counter Application. Edit our **Counter Application** so you have a <u>Simple Automated Timer</u> counting down from 30 seconds to 0. The web application should have a button to start the countdown and once it is started, it should not stop until it has reached 0 seconds.

After Creating the Simple Automated Timer, you will create a web app compilation of your recent activities linking them using the **anchor tags**. The web app compilation should use our recently made **Navigation Bar** project. The Applications to be compiled are the **Counter Project**, **Color Picker** and **Simple Automated Timer**. These will be checked next meeting.

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Automated Timer 30

START TIMER

RESET

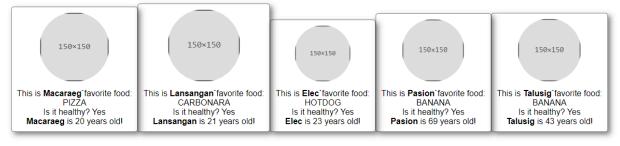
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Food Website

```
import Header from "./Header";
import Body from "./Body";
import Footer from "./Footer";
export default function App(){
  return(
    <Header/>
    <Body name= "Macaraeg" food ="Pizza" isHealthy ="No" age = "20"/>
<Body name= "Lansangan" food ="Carbonara" isHealthy ="No" age = "21"/>
    <Body name= "Elec" food ="HotDog" isHealthy ="No" age = "23"/>
    <Body name= "Pasion" food ="Banana" isHealthy ="Yes" age = "69"/>
    <Body name= "Talusig" food ="Banana" isHealthy ="Yes" age = "43"/>
    <Footer/>
```

My Food Website

- <u>Home</u> <u>Contact</u> <u>About</u>



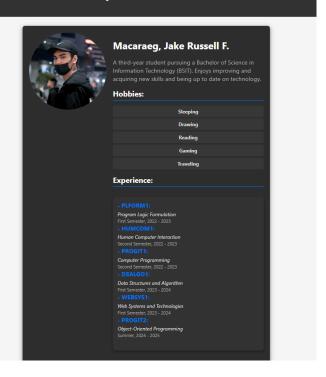
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PersonalProfile

My Personal Profile





Midterm Activities

react-color-picker

My Color Picker: A Web Application

Color Picker



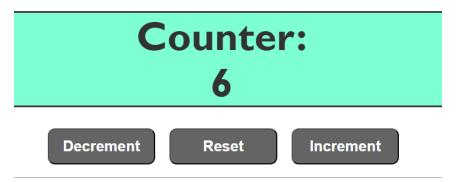
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react-counter

My Counter



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react-quote-generator

My Quote Generator Website

Quote Generator



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react-cond-rendering

My Favorite Fruit

Apple: red

Banana: yellow

Orange: Orange

Grape: purple

Kiwi: green

My Favorite Desserts

Cake: red

Ice Cream: blue

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Pie: green

updating-arrays-react

This Is My List Of Favorite Games

GOW Genshin Impact Elden Ring Star Rail asdw Add Game

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Final Term Activities

react-on-change-eventHandling

Exercise #1 (Final Term)

Jeremy Moses Ebreo · Nov 20

100 points Due Nov 20, 5:00 PM

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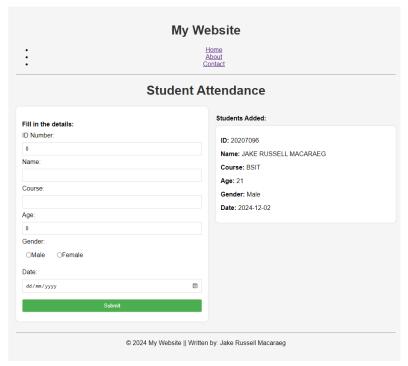
Create a react App called **react-on-change-eventHandling** and insert the following components attached from this thread to the application. Make sure to study the code for you to complete the application for the Activity #2 (Finals). This application introduces the concept of events and onchange handlers for the react application. Include also minimal CSS Stylings for the Exercise #1.



react-on-change-eventHan...

Compressed Archive

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```
Macaraeg_JakeRussell_FinalsActivities > react-on-change-eventHandling > src > ∰ Form.jsx > ...
      import React, { useState } from 'react';
      import StudentCard from './StudentCard';
      var attendance = [];
      export default function Form() {
        const [id, setId] = useState(0);
        const [name, setName] = useState('');
        const [course, setCourse] = useState('');
        const [age, setAge] = useState(0);
        const [gender, setGender] = useState('');
        const [date, setDate] = useState('');
        function handleIdChange(event) {
          setId(event.target.value);
        function handleNameChange(event) {
          setName(event.target.value);
        function handleCourseChange(event) {
          setCourse(event.target.value);
         function handleAgeChange(event) {
          setAge(event.target.value);
         function handleGenderChange(event) {
          setGender(event.target.value);
         function handleDateChange(event) {
          setDate(event.target.value);
```



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react-shoppinng-cart

This is the shop: Item 1 Price per piece: \$10 Add to Cart! • Item 2 Price per piece: \$20 Add to Cart! Item 3 Price per piece: \$30 Add to Cart! Cart Items: Item 1 Price per piece: \$10 Price per piece: \$20 Item 3 Price per piece: \$30



reactGroceryList-Macraeg-jakerussell

Activity #1 (Finals)

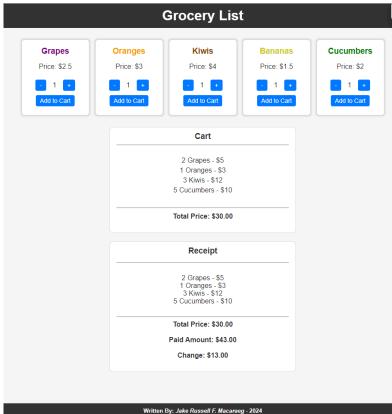
Jeremy Moses Ebreo · Nov 13

20 points

Create a react application that gives the users control over the items (grapes, oranges, kiwis, bananas and cucumbers) they will check out from a grocery. After checking out of the grocery, the application should be able to show the total price to be paid by the user, if the user has paid for the items, the web application should generate a receipt containing the items the user has bought as well as the total price for the items, the price the user has paid and also the change.

Project Name: reactGroceryList-LastName-FirstName

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GameReview

Activity Guide #2 (Final Term)

:

Jeremy Moses Ebreo . Nov 20

100 points Due Nov 20, 5:00 PM

Study the code below attached in this activity thread. Create a Login component and a game review component for the application below and add CSS Styling for the page. The application should let the user login to the application and it should let the user add a game review for a particular game. For the game review, add also the **DATE** for when the review was made.



GameReview.zip
Compressed Archive



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Game Review	
	Add a Game Review
	Game Title
	Write your review here
	Add Review Reviews:
	asd - asd (12/2/2024)
	© 2024 Game Review Written by: Jake Russell Macaraeg

```
Macaraeg_JakeRussell_FinalsActivities > GameReview > src > ∰ Reviews.jsx > ...
      import React, { useState } from 'react';
      export default function Reviews() {
          const [reviews, setReviews] = useState([]);
           const [gameTitle, setGameTitle] = useState("");
          const [review, setReview] = useState("");
           const handleGameTitleChange = (e) => setGameTitle(e.target.value);
           const handleReviewChange = (e) => setReview(e.target.value);
           const addReview = () => {
               const newReview = {
                  gameTitle,
                  review,
                   date: new Date().toLocaleDateString(),
               setReviews([...reviews, newReview]);
               setGameTitle("");
               setReview("");
               <div className="reviews-container">
                   <h2>Add a Game Review</h2>
                       type="text"
                       placeholder="Game Title"
                       value={gameTitle}
                       onChange={handleGameTitleChange}
```

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react-routing

- Home
- About
- Games

Games List:

- . TFT This is an auto-battler game.
- . GOW God of War, a popular action game.
- ER Elden Ring, an open-world RPG.
- . HSR Honkai Star Rail, a turn-based RPG.

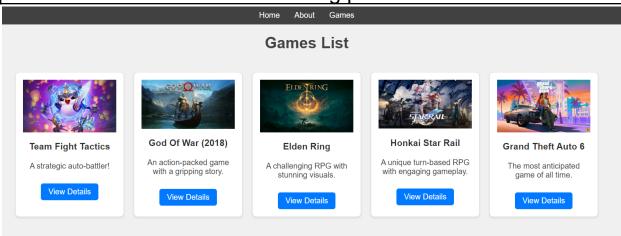
```
Macaraeg_JakeRussell_FinalsActivities > react-routing > src > ∰ App.jsx > ...
   1 \scrip import { useState } from 'react';
       import { Link, Routes, Route } from 'react-router-dom';
        import Home from './components/Home';
import About from './components/About';
       import Games from './components/Games';
        import Game from './components/Game';
         import NotFound from './components/NotFound';
  9 v function App() {
           const [count, setCount] = useState(0);
                       <Link to="/">Home</Link>
                       <Link to="/about">About</Link>
                    <Route path="/" element={<Home />} />
                    <Route path="/about" element={<About />} />
                    <Route path="/games">
                    {}

{}

<pre
                     <Route path="*" element={<NotFound />} />
         export default App;
```

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react-routing part 2



```
Macaraeg_JakeRussell_FinalsActivities > react-routing-part2 > src > 🏶 App.jsx >
       import { Routes, Route } from 'react-router-dom';
       import Navbar from './components/Navbar';
       import Home from './components/Home';
       import About from './components/About';
       import Games from './components/Games';
       import Game from './components/Game';
       import NotFound from './components/NotFound';
       import './components/Styles.css';
       function App() {
         return (
             <Navbar />
             <Routes>
               <Route path="/" element={<Home />} />
               <Route path="/about" element={<About />} />
               <Route path="/games">
                 <Route index element={<Games />} />
                 <Route path=":gameId" element={<Game />} />
               </Route>
               <Route path="*" element={<NotFound />} />
             </Routes>
       export default App;
```



Reflections:

You can use the following questions to answer the reflections part of your compilation for the activities.

What have you learned in the activities provided in class?

Through the activities in APPDEV1, I have gained practical knowledge in building interactive web applications using React. I've learned how to manage components, handle state, and use hooks to create dynamic user interfaces. The activities have also helped me understand the importance of structuring applications efficiently and using best practices for maintainability and scalability.

 How will you use the things you have learned on the provided activities as students of the university and as a part of the workforce?

As a student, the skills learned in React will help me in academic projects, making it easier to build functional, user-friendly applications for assignments. In the workforce, I can use these skills to contribute to building modern web applications, collaborate with teams using version control tools, and stay up to date with the latest trends in web development. As a student, the skills learned in React will help me in academic projects, making it easier to build functional, user-friendly applications for assignments. In the workforce, I can use these skills to contribute to building modern web applications, collaborate



with teams using version control tools, and stay up to date with the latest trends in web development.

 What are important things you have learned in the class which can be beneficial for you in your professional development?

Key takeaways from the class include mastering React for building scalable web applications, understanding the concept of component-based development, and using React hooks for more efficient code. These skills are essential in professional development, as React is widely used in the industry, and knowledge of it will make me competitive in the job market. Additionally, learning how to optimize performance and debug code will be valuable in real-world development environments.

Github link:

https://github.com/JakeRussellMacaraeg/APPDEV-Projects.git