

Client Side Scripting 2
Assignment 1 – 20%
Due Date: Sunday, February 19th at 22:00 via Moodle and Turnitin

Submission: Use the Week 4 Moodle link “Assignment 1” to upload a single zip file which will contain everything I need to test your assignment (HTML files etc.). There is an upload limit of 50MB. Make sure when I extract the zip file the paths are correct.

Use the week 4 Moodle link “Assignment 1 – Turnitin” to upload all of your code in a single word document. This includes JavaScript, CSS, HTML and any other documentation.

Part A – 40%

Write a piece of code which will take in book data for a library via an appropriately styled HTML form. The specific data is to be decided by yourself but would obviously include book name, publisher and ISBN. Have a button called “Store” which should store the book to local storage. If other books have already been stored this book should be appended to that list. Call the HTML file “bookstore.htm”. Data should be stored in such a fashion as to allow for use by other applications if required (i.e. JSON). Have a second HTML file called “bookRetrieve.htm” which will load all books currently stored in local storage (again, appropriately styled). A “Clear Storage” button should also be included which will clear all local storage. **(20%)**

On the “bookRetrieve.htm” page have a mechanism for deleting one or more books such that local storage will be updated so as not to include any deleted books. **(10%)**. Be able to delete a book by at least two options **(10%)**.

Part B – 50%

Write a piece of HTML5 (“Shapes.htm”) which takes in enough coordinates (and any other information) to allow you to create a shape via the HTML5 canvas. The actual shape is to be decided by yourself (you can make up your own). Higher marks are available for more complex shapes. When the coordinates/details are taken in they are to be stored to local storage. Create a second HTML page (“Render.htm”) which will dynamically render the shape by reading the storage. **(35%)**

Also have on the page a styled rectangular div. When the shape is dropped into the div a sound should play and both the shape and div should be removed from the page DOM, and storage should be cleared. **(15%)**

Part C – 10%

Create a unique jQuery animation. In the code documentation, explain why you believe it to be unique.

Note: As this is an Inquiry based assignment, it is expected that you will reference the web for help on various topics. However, please note the following;

- All sites you obtain information from must be referenced in the html file where the information is used, this must include a link to the site and an overview of what you obtained from the site, including the original code of any code snippets used
- You are prohibited from posting any questions, in any form, or communicating with anyone regarding the assignment
- You must document your code – if you cannot get code working you should explain in the HTML file issues you tried to resolve, evidence of debugging (e.g. console.log) and anything else (e.g. code which was documented out to allow program to partially work) that demonstrates your attempts at solving the problem.
- You may use jQuery.

Marking Overview:

- Evidence of concise, clear, well documented coding
- Use of appropriate data storage
- Well-designed pages (distinction)
- Multiple inputs for rendering of shape
- Complex shape or shapes (distinction)
- Evidence of research
- Evidence of advanced research / application of advanced concepts (distinction)
- Advanced animation (distinction)
- Creativity for data input (Distinction)