Assignment 2: JavaScript

Due Date: 11 October, 2016 – 11 PM

Assignments Submission Policy and Guidelines:

This is a web programming course. All submissions must adhere to the following guidelines:

Submissions:

- For each assignment one zipped file is required and multiple submissions of multi-parts should be avoided as much as possible.
- Documentation of the solution should be submitted in .pdf file format that includes:
  - Listing of the source of each program.
  - A run results of each program documented in a screen snapshot.

Naming Convention:

- Each program should reflect the Problem number; for example, problem 1 ==> problem1.html
- If the problem has multi-parts, Problem 1 ==> problem1a.html, problem1b.html, etc.

Late Submissions:

- All submissions must be fulfilled through the Blackboard, no other means of submissions is acceptable.
- If you encounter a problem while submitting the assignment. It must be reported before the closure date.
- Late submissions are the submissions that take affect after the due date until the closure date of the dropbox.
- No submissions will be accepted after the closure date.
- There will be **20%** penalty per each day of late submission.

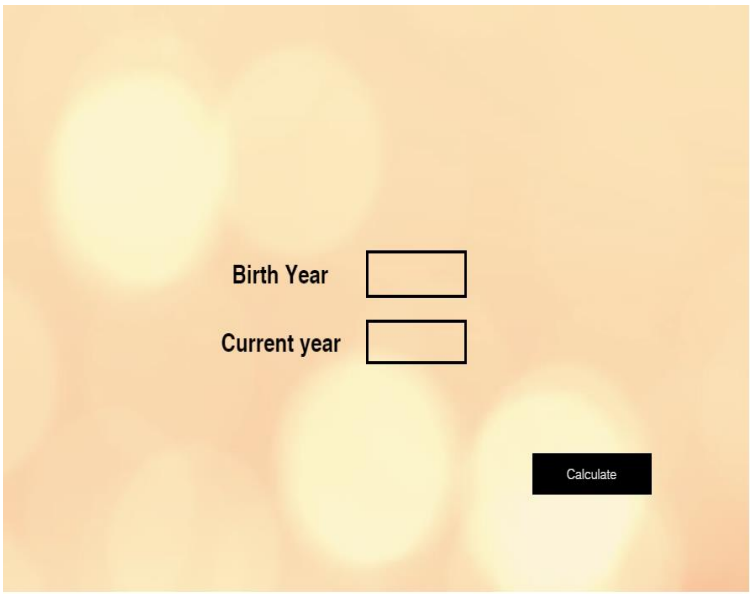
Problem 1:

1. Create a basic page in html.
2. Write a function named “CalculateAge” that: Takes 2 arguments: birth year, current year. And calculates the age and the stage based on those years.

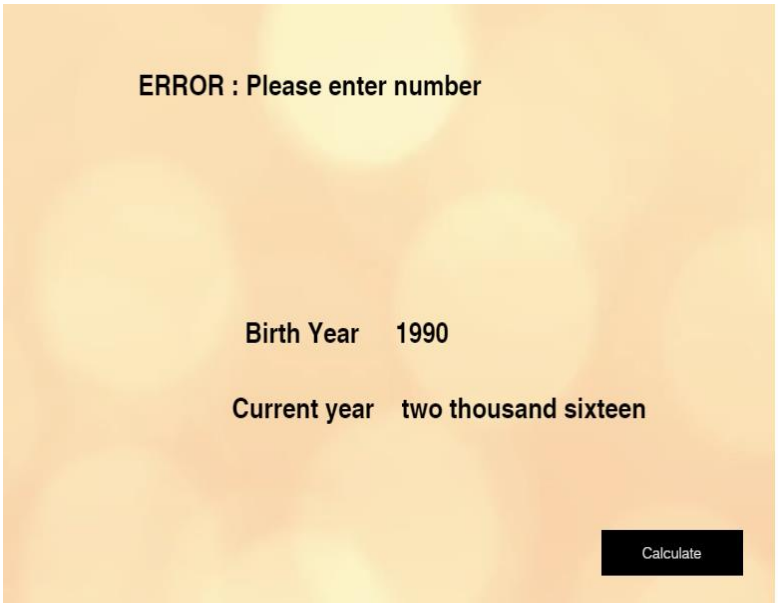
Determine the age’s stage based on following:

a. If the age is less than 18, “Teenegar”
b. Between 18 and 35, “Adult”
c. Greater than 35, “Mature Adult”

3. Outputs the result to the screen like so “You are NN years old”
4. The input of the function should be number, otherwise an error message should show in the screen. For example if users enter for current year “two thousand sixteen”, the result to the screen should be “Please enter number”.



After Calculating:

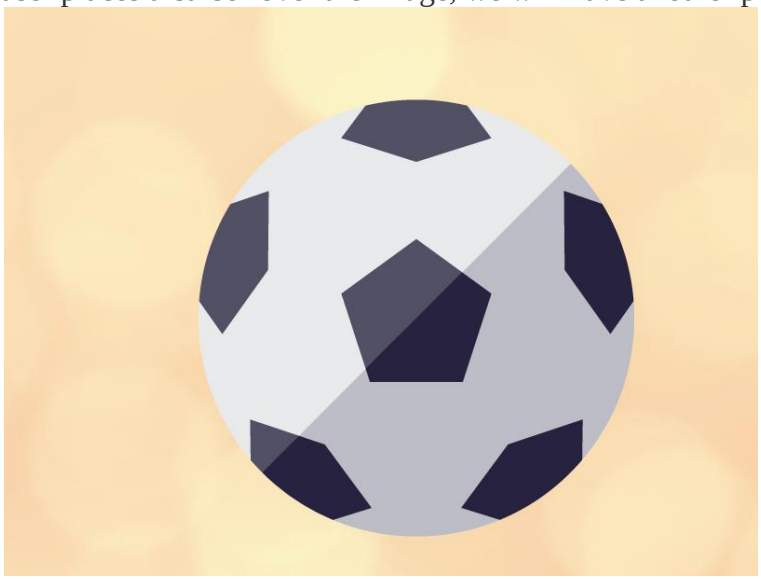


Problem 2:

Create a basic page in html that displays an image.

1. When the user places a cursor over the image, use the onMouseOver event to replace the image with a different image.
2. When the user removes the cursor from the image, use the onMouseOut event to return it to its original state.

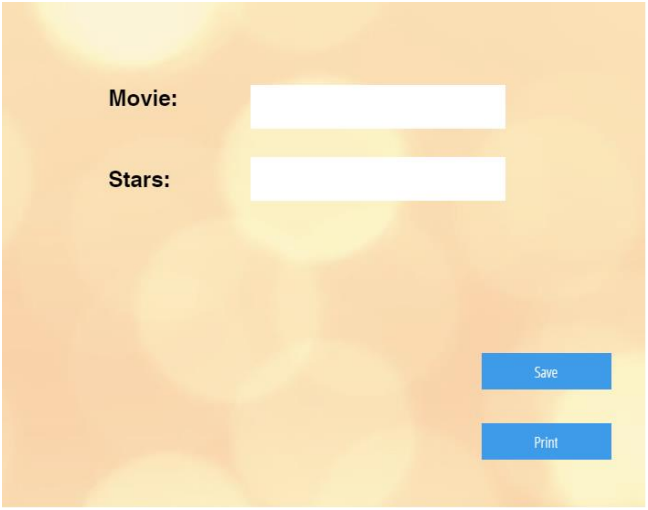
If the user places a cursor over the image, we will have another picture:



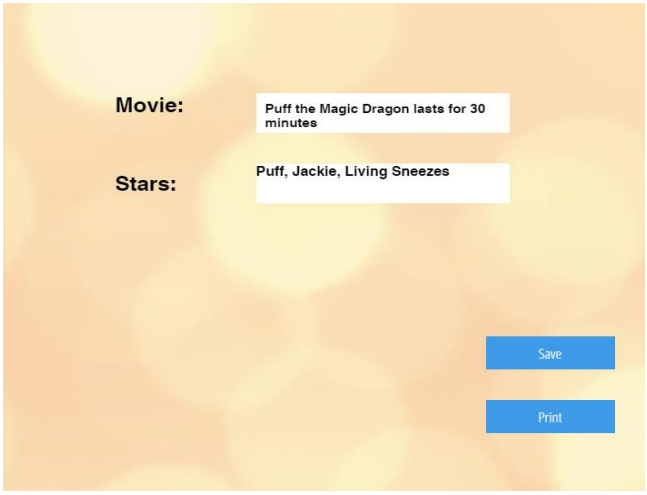
Problem 3:

The movies database.

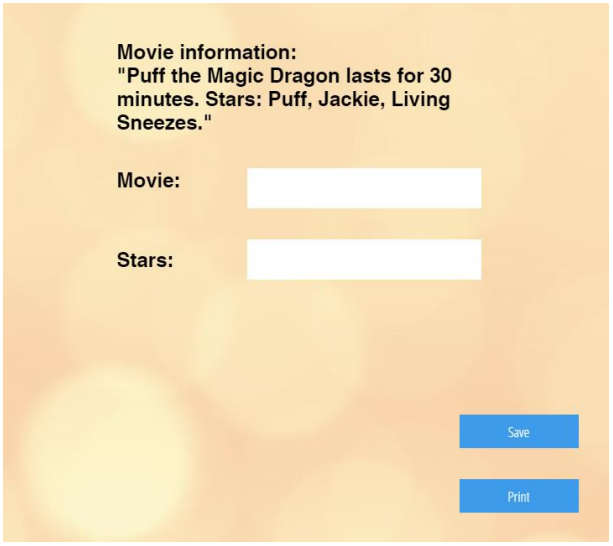
1. Create an object to store the following information about your favorite movie: title (a string), and stars (an array of strings).
2. Create a function to print out the movie information like so: "Puff the Magic Dragon. Stars: Puff, Jackie, Living Sneezes."



The user enters information and click on “save”



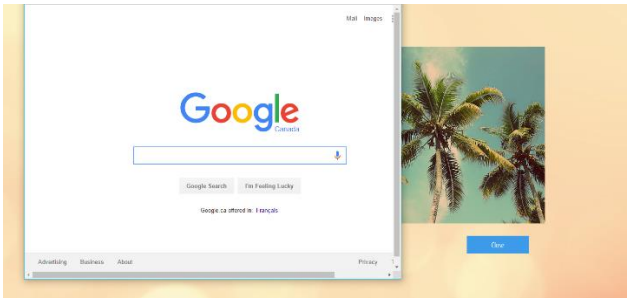
When the user clicks “print”:



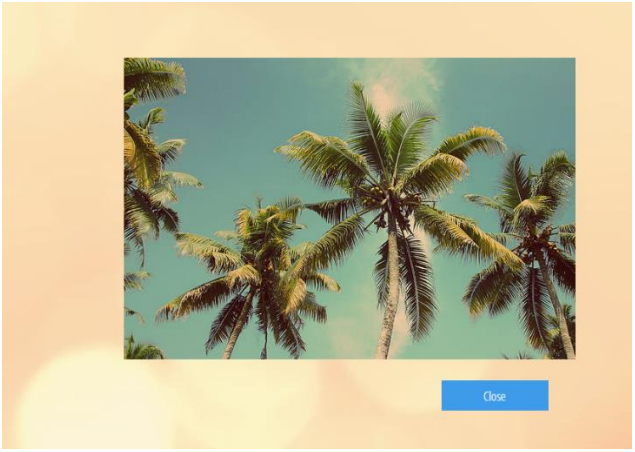
Problem 4:

Create a basic page in html with an image in it.

1. When the user click on the image, open a new tab or window that displays the Google home page.
2. Add a form button beneath the image labeled 'Close'
3. When the button is clicked the new tab or window closes.

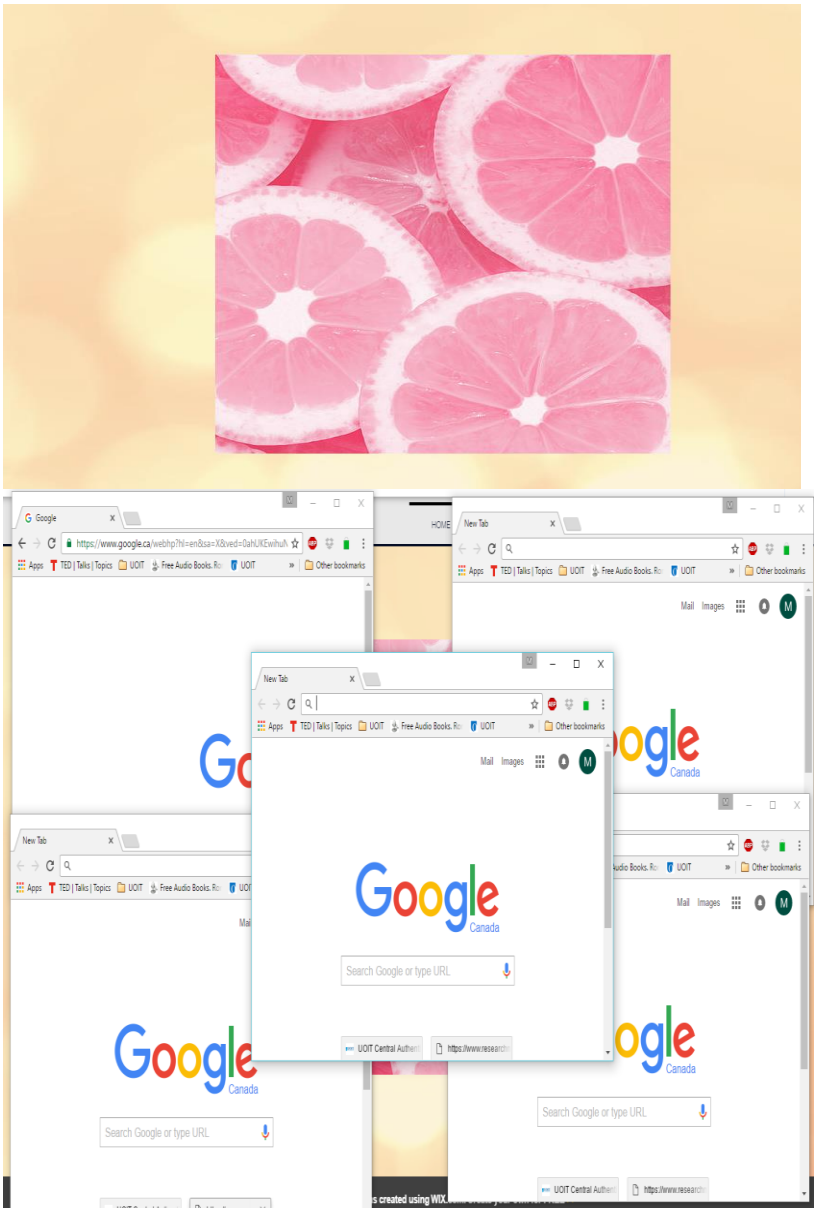


After Click on “Close”



Problem 5:

1. Create a basic page in html that includes a single image.
2. When the image is clicked, it should open 5 new windows in the following locations on the screen:
   - one in the top left corner of the screen
   - one in the top right corner of the screen
   - one in the lower left corner of the screen
   - one in the lower right corner of the screen
   - one in the center of the screen of the screen
3. The URLs displayed for each window can be of your choosing.
4. When the main window is closed, all of the sub windows should also automatically close.


Google
Canada
Search Google or type URL
New Tab
Mail
Images