

## ASSIGNMENT 2

### 1. Git Hub Finder:

Source:

#### Login.html

```
<!doctype html>
<!--[if lt IE 7]>    <html class="no-js lt-ie9 lt-ie8 lt-ie7" lang=""> <![endif]-->
<!--[if IE 7]>      <html class="no-js lt-ie9 lt-ie8" lang=""> <![endif]-->
<!--[if IE 8]>      <html class="no-js lt-ie9" lang=""> <![endif]-->
<!--[if gt IE 8]><!-->
<html class="no-js" lang="">
<!--<![endif]-->

<head>
  <meta charset="utf-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
  <title>Finder for Github Users</title>
  <meta name="description" content="">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <link rel="apple-touch-icon" href="apple-touch-icon.png">
  <link rel="stylesheet" href="css/bootstrap.min.css">
  <link rel="stylesheet" href="css/basscss.min.css">
  <link rel="stylesheet" href="css/main.css">
  <script src="js/vendor/modernizr-2.8.3-respond-1.4.2.min.js"></script>
</head>

<body>
  <!--[if lt IE 8]>
    <p class="browserupgrade">You are using an <strong>outdated</strong> browser.
    Please <a href="http://browsehappy.com/">upgrade your browser</a> to improve your
    experience.</p>
  <![endif]-->

  <!-- Main jumbotron for a primary marketing message or call to action -->
  <section class="section-jumbotron">
    <div class="container">
      <h1>Finder for Github Users</h1>
      <p class="lead">Enter username to fetch info and repos</p>
      <br>
      <input type="text" class="form-control" id="searchUser" placeholder="Github
      Username">
```

```
        <br>
    </div>
</section>

<section class="section section-result">
    <div class="container"></div>
</section>

<script src="//ajax.googleapis.com/ajax/libs/jquery/3.2.1/jquery.min.js"></script>
<script>
window.jQuery || document.write('<script src="js/vendor/jquery.min.js"></script>')
</script>
<script src="js/vendor/bootstrap.min.js"></script>
<script src="js/main.js"></script>
</body>

</html>
```

### Register.html

```
<!DOCTYPE html>
<!--[if lt IE 7 ]> <html lang="en" class="no-js ie6 lt8"> <![endif]-->
<!--[if IE 7 ]>  <html lang="en" class="no-js ie7 lt8"> <![endif]-->
<!--[if IE 8 ]>  <html lang="en" class="no-js ie8 lt8"> <![endif]-->
<!--[if IE 9 ]>  <html lang="en" class="no-js ie9"> <![endif]-->
<!--[if (gt IE 9) | !(IE)]><!--> <html lang="en" class="no-js"> <!--<![endif]-->
    <head>
        <meta charset="UTF-8" />
        <!-- <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1"> -->

        <meta name="viewport" content="width=device-width, initial-scale=1.0">
        <meta name="description" content="Login and Registration Form with HTML5 and
CSS3" />
        <meta name="keywords" content="html5, css3, form, switch, animation, :target,
pseudo-class" />
        <meta name="author" content="Codrops" />
        <link rel="shortcut icon" href=" ../favicon.ico">
        <link rel="stylesheet" type="text/css" href="css/demo.css" />
        <link rel="stylesheet" type="text/css" href="css/style.css" />
        <link rel="stylesheet" type="text/css" href="css/animate-custom.css" />
    </head>
    <body>
        <div class="container">
            <!-- Codrops top bar -->
```

```

<header>
  <h1>GitHub User Finder <span>Login and Registration Form</span></h1>

</header>
<section>
  <div id="container_demo" >
    <!-- hidden anchor to stop jump http://www.css3create.com/Astuce-Empecher-
le-scroll-avec-l-utilisation-de-target#wrap4 -->
    <a class="hiddenanchor" id="toregister"></a>
    <a class="hiddenanchor" id="tologin"></a>
    <div id="wrapper">
      <div id="login" class="animate form">
        <form action="mysuperscript.php" autocomplete="on">
          <h1>Log in</h1>
          <p>
            <label for="username" class="uname" data-icon="u" > Your email or
username </label>
            <input id="username" name="username" required="required"
type="text" placeholder="myusername or mymail@mail.com"/>
          </p>
          <p>
            <label for="password" class="youpasswd" data-icon="p"> Your
password </label>
            <input id="password" name="password" required="required"
type="password" placeholder="eg. X8df!90EO" />
          </p>
          <p class="keeplogin">
            <input
type="checkbox" name="loginkeeping" id="loginkeeping" value="loginkeeping" />
            <label
for="loginkeeping">Keep me logged in</label>
          </p>
          <p class="login button">
            <a href="index.html" class="to_register">Login</a>
          </p>
          <p class="change_link">
            Not a member yet ?
            <a
href="#toregister" class="to_register">Join us</a>
          </p>
        </form>
      </div>

      <div id="register" class="animate form">
        <form action="mysuperscript.php" autocomplete="on">

```

```
<h1> Sign up </h1>
<p>
  <label for="usernamesignup" class="uname" data-icon="u">Your
username</label>
  <input id="usernamesignup" name="usernamesignup"
required="required" type="text" placeholder="mysuperusername690" />
</p>
<p>
  <label for="emailsignup" class="youmail" data-icon="e" > Your
email</label>
  <input id="emailsignup" name="emailsignup" required="required"
type="email" placeholder="mysupermail@mail.com"/>
</p>
<p>
  <label for="passwordsignup" class="youpasswd" data-icon="p">Your
password </label>
  <input id="passwordsignup" name="passwordsignup"
required="required" type="password" placeholder="eg. X8df!90EO"/>
</p>
<p>
  <label for="passwordsignup_confirm" class="youpasswd" data-
icon="p">Please confirm your password </label>
  <input id="passwordsignup_confirm" name="passwordsignup_confirm"
required="required" type="password" placeholder="eg. X8df!90EO"/>
</p>
<p class="signin button">
  <input
type="submit" value="Sign up"/>
</p>
<p class="change_link">
  <a href="#">
    class="to_register"> Go and log in </a>
  </p>
</form>
</div>
</div>
</div>
</div>
</body>
</html>
```

**Screenshots:**

file:///D:/umkc%20subjects/Assignment2/finder-for-github/login-registration.html

Apps New folder Hack Wi-Fi Password Empire Hope Youth > Youth Gabbar Singh Songs Lihitha ParchuriMobli 14 tips that are design Idiomatic - Ride Him, Co

## GITHUB USER FINDER LOGIN AND REGISTRATION FORM

### LOG IN

Your email or username

Your password

☐ Keep me logged in

[Login](#)

Not a member yet ? [Join us](#)

file:///D:/umkc%20subjects/Assignment2/finder-for-github/login-registration.html#toregister

Apps New folder Hack Wi-Fi Password Empire Hope Youth > Youth Gabbar Singh Songs Lihitha ParchuriMobli 14 tips that are design Idiomatic - Ride Him, Co

## GITHUB USER FINDER LOGIN AND REGISTRATION FORM

### SIGN UP

Your username

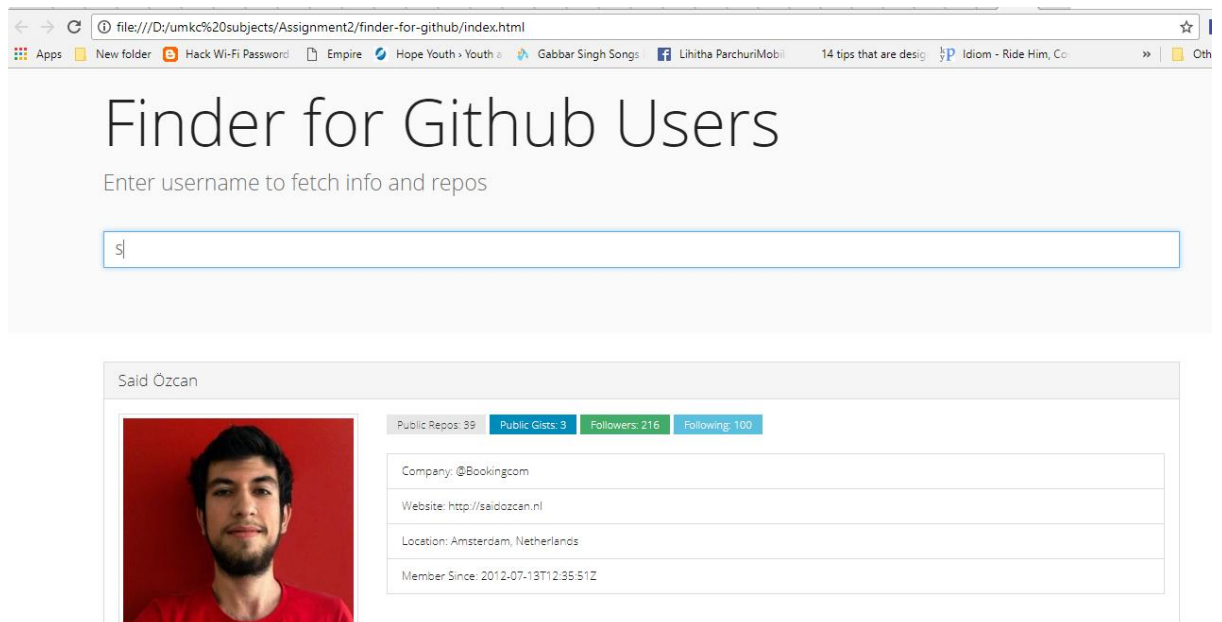
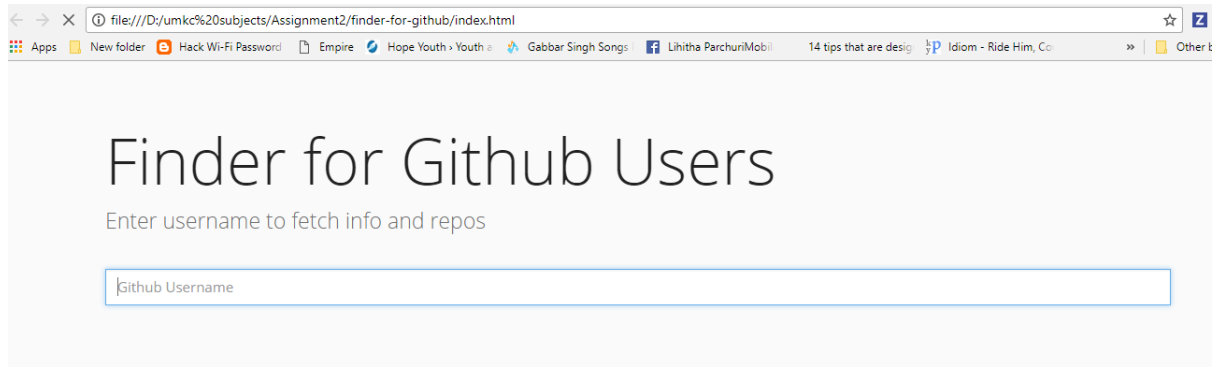
Your email

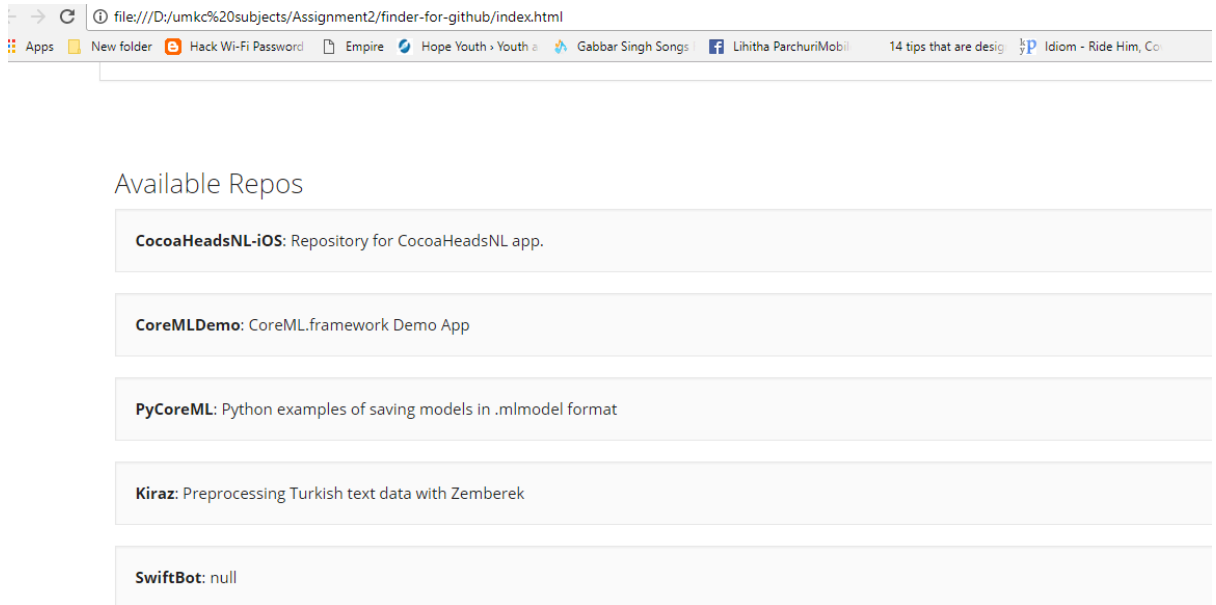
Your password

Please confirm your password

[SIGN UP](#)

Already a member ? [Go and log in](#)





## 2. Angular 2 tictactoe game

Source:

### Index.html

```
<html>
<head>
  <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body ng-app="ticTacToe">

  <div class="game" ng-controller="TicTacToeCtrl">
    <div class="row" ng-repeat="row in rows">
      <div class="cell" ng-class="{ 'winning-cell' : cell.winningCell}" data-
position="{{cell.position.x}}, {{cell.position.y}}" ng-repeat="cell in row.cells" ng-
click="cellClick($event)" >
        {{cell.value}}
      </div>
    </div>
  </div>

  <script src="angular.js"></script>
  <script src="ticTacToeService.js"></script>
  <script src="ticTacToeCtrl.js"></script>
```

</body>

</html>

### **TICTACTOE CNTRL.JS**

```
(function() {  
  angular.module('ticTacToe')  
    .controller('TicTacToeCtrl', ['$scope', 'TicTacToeService', function($scope, service) {  
      var rows = [];  
      for (var i=0; i<3; i++) {  
        var row = {};  
        cells = [];  
        for (var j=0; j<3; j++) {  
          cells.push({position: {x: j, y: i}, value: ""});  
        }  
        row.cells = cells;  
        rows.push(row);  
      }  
      $scope.rows = rows;  
  
      $scope.cellClick = function(event) {  
        if ($scope.gameOverFlag) {  
          return;  
        }  
        var el = angular.element(event.currentTarget);  
        var position = el.attr('data-position').split(',');  
        var isX = $scope.isX;  
        var clickedCell = $scope.rows[parseInt(position[1])].cells[parseInt(position[0])];  
        if (!clickedCell.value) {  
  
          clickedCell.value = isX ? 'O' : 'X';  
          $scope.isX = !isX;  
        }  
  
        var winner = $scope.gameOver();  
        if (winner) {  
          alert("Player " + winner + " Wins!!");  
          $scope.gameOverFlag = true;  
          return;  
        } else if (!$scope.tieAlerted && $scope.boardFilled()) {  
          alert("It's a tie!!");  
          $scope.tieAlerted = true;  
        }  
      }  
    }  
  }  
})
```



```

};

$scope.gameOver = function() {
    return service.strategy($scope.rows);
};

$scope.boardFilled = function () {
    var rows = $scope.rows;
    for (var y = 0; y < rows.length; y++) {
        var row = rows[y],
            cells = row.cells;
        for (var x = 0; x < cells.length; x++) {
            if (!row.cells[x].value) {
                return false;
            }
        }
    }
    return true;
};
});
})();

```

#### **TICTACTOE SERVICE.JS**

```

(function() {
    angular.module('ticTacToe', [])
        .service('TicTacToeService', [function() {
            this.strategy = function (rows) {
                var horizontal, vertical, diagonal, diagonal1, diagonal2,
                    horizontalLoser, verticalLoser, winner;
                //horizontal
                if (!winner) {
                    var winningRow = -1;
                    for (var y=0; y<3; y++) {
                        var thisRowIsWinner = true;
                        for (var x=1; x<3; x++) {
                            if (!rows[y].cells[x].value || (rows[y].cells[x].value !== rows[y].cells[x-1].value ))
                                {
                                    thisRowIsWinner = false;
                                    break;
                                }
                        }
                        if (thisRowIsWinner) {
                            horizontal = true;

```

```
        winningRow = y;
        winner = rows[winningRow].cells[0].value;

        //paint winning combination
        for (var x=0; x<3; x++) {
            rows[winningRow].cells[x].winningCell = true;
        }
    }
}

//vertical
if (!winner) {
    var winningCol = -1;
    for (var x=0; x<3; x++) {
        var thisCollsWinner = true;
        for (var y=1; y<3; y++) {
            if (!rows[y].cells[x].value || (rows[y].cells[x].value !== rows[y-1].cells[x].value) )
        {
            thisCollsWinner = false;
            verticalLoser = rows[y].cells[x].value;
            break;
        }
    }
    if (thisCollsWinner) {
        vertical = true;
        winningCol = x;
        winner = rows[0].cells[winningCol].value;

        //paint winning combination
        for (var y=0; y<3; y++) {
            rows[y].cells[winningCol].winningCell = true;
        }
    }
}

//diagonal
if (!winner) {
    var centerValue = rows[1].cells[1].value;
    diagonal1 = centerValue && rows[0].cells[0].value === centerValue &&
    centerValue === rows[2].cells[2].value;
    diagonal2 = centerValue && rows[0].cells[2].value === centerValue &&
```

```
        centerValue === rows[2].cells[0].value;
        diagonal = diagonal1 || diagonal2;

        if (diagonal) {
            winner = centerValue;

            //paint winning combination
            rows[1].cells[1].winningCell = true;
            if (diagonal1) {
                rows[0].cells[0].winningCell = rows[2].cells[2].winningCell = true;
            } else {
                rows[0].cells[2].winningCell = rows[2].cells[0].winningCell = true;
            }
        }
    }

    return winner;
};

});

})();
```

**Screenshots:**

