Using HTML, CSS and JavaScript - Your website should:

- Store customer details
- Store product details
- Allow the customer to change their details, such as address or telephone number.
- Allow the user to "purchase" items from the site (eg., a basket with a summary of their order, and a total price)
- Allow the customer to enter their login details and have login details validated.
  Using pre coded usernames and passwords within JavaScript is fine for this.
- Allow the user to enter a coupon code and get a discount if the coupon code is valid.
  For example, the coupon may be only valid before a particular date.
  - Perform form validation to ensure that:
    - text input fields are not empty
    - valid email addresses are used for input
- Include a *slideshow* which displays a different image each time the page is loaded

Your site should also meet the following implementation specifications:

- Use at least 3 arrays – These arrays can be used for anything you like, but could be, for example,
  3 arrays containing customer data (username, password, or whatever data you prefer), or 3 products could be stored as arrays (product name, price, etc).
- Use **local** storage for web storage in the browser
- Be ***responsive*** to changes in browser window size
- Access and change HTML elements on the web page through the DOM
- Access and change styling through the DOM
- Demonstrate the use of events – ***both*** inline (HTML) and DOM level 2 event listeners.

Please note the following:

HTML

You should use the bootstrap Grid system for layout on your project.
All bootstrap components must include comments (see following pages regarding comments)

No comments, no marks

CSS

All classes and ID's created in CSS **must** be accompanied by comments describing its purpose (see following pages regarding comments).

JavaScript

All lines of code in JavaScript **must** include a comment describing its purpose (see following pages regarding comments)

No comments, no marks

Format of comments in your project

You should adhere to the following guidelines for providing comments in your code:

HTML and BOOTSTRAP

- Lines of comments should relate to the line or block of code directly underneath and should provide a brief description of the purpose of the code
- Group members that wrote the code should be indicated at the end of each line of code, by including initials in brackets

Example:

```
<!-- Bootstrap "Card" component for Movie Purchase -- (KoB)>
<!-- shadow-lg class added to add shadow to card (MD) -->
<div class="card collapse shadow-lg" id="myCard" style="width: 30%;">
  <img src="cloud.JPG" class="card-img-top">
  <div class="card-body">
    <h5 class="card-title">Purchase</h5>
    <p class="card-text">Purchase Movie</p>
    <!-- Card button, with onlclick event to trigger purchaseMovie() function (KoB, MD) -->
    <a href="#" class="btn btn-primary" onclick="purchaseMovie()">Save</a>
  </div>
</div>
<!-- END OF Bootstrap "Card" component -->
```

CSS

- Lines of comments should relate to the code directly underneath and should provide a brief description of the purpose of the line of code. All classes and IDs should have comments describing their purpose
- Group members that wrote the code should be indicated at the end of each line of code, by including initials in brackets

Example:

```
/* Red Border class for input box on pages 2 and 3 (MD) */
.inputBoxBorder {
    border: thin solid red;
    }

/* Type class for paragraphs on all pages (KoB, MD) */
#setTypeRed {
    font-weight: bold;
    color: red;
    }
```

JavaScript Example

- Lines of comments should relate to the line of code directly underneath and should provide a brief description of the purpose of the line of code
- Group members that wrote the code should be indicated at the end of each line of code, by including initials in brackets

Example:

```
//Declare variable to record product choice (MD)
let choice;

//Function to save value in inbox to choice variable (MD, KoB)
function specifyProduct(){
    //Make 'choice' variable equal to value in input box with
    id of 'inbox' (KoB)
    choice = document.getElementById("inbox").value;
}
```

If you have code you wish to use but you are unsure of how it works, or you sourced it from an external location (such as w3schools), it should be referenced in the following manner:

Code from a lab session:

```
//The following function performs a shuffle on an array
//This code was provided in a lab session
function shuffle() {
    for (let i = 0; i < 256; ++i) {
        let ran = Math.floor(Math.random() * 51);
        let bottom = deck.pop();
        deck.splice(ran, 0, bottom);
    }
} //End of shuffle function
```

HTML/Bootstrap code from an external source, such as W3Schools, getBootstrap.com, etc:

```
<!-- Code block taken from: https://getbootstrap.com/docs/4.3/components/jumbotron/ -->
<!-- Unsure as to working of this code - this displays a Jumbotron -->
<div class="jumbotron jumbotron-fluid">
  <div class="container">
    <h1 class="display-4"></h1>
    <p class="lead">My Data is Here</p>
  </div>
</div>
<!-- End Code Block -->
```

JavaScript code from an external source, such as W3Schools, etc:

```
// Constructor function for Person objects
<!-- Code block taken from: https://www.w3schools.com/js/js_object_constructors.asp -->
<!-- Unsure as to working of this code - this is a person constructor function -->
function Person(first, last, age, eye) {
  this.firstName = first;
  this.lastName = last;
  this.age = age;
  this.eyeColor = eye;
  this.name = function() {
    return this.firstName + " " + this.lastName
  };
}
<!-- End Code Block -->
```