

**Mary The Queen College of Quezon City**  
**Title Proposal**

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**WOJA: World of JavaScript**  
(Less complex system full of tutorials and guides)

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The signature below is indication that this particular proposal has already been reviewed and approved by the instructor/professor of the said subject.

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Student's Signature

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Instructor's Signature

# **WOJA: World of JavaScript**

Note:

This research is consisting of several major components and terminologies that may not be familiar to the panel, instructors and students that may decide to read this particular proposal. Upon the discussion, feel free to ask the researcher about the confusions and complexity

## **Abstract**

WOJA: World of JavaScript is a supposed detailed-internet site/website consists of simple, efficient and user-friendly tutorials – guidelines – with reference to web development. The main focus of this system is to provide service for people with strong enthusiasm to explore basic web development. It will mainly discuss one of the most popular programming languages (The JavaScript). The system would also provide an extreme number of tutorials of different projects leveling from basic to semi-advance. But JavaScript won't do it alone, we will also include some basic hypertext markup language and cascading style sheet functionalities and examples to develop both user's designing and developing experience. The tutorials will be covering most of the JavaScript necessary components starting from its purpose down to different methods, attributes that we can use, and functionalities. This system would be designed and developed by Mr. Buenaobra, Kherby (researcher) with the help of Hypertext Markup Language, Cascading Style Sheet and JavaScript. With a limited amount of time, the interface is concluded to be simple but pleasing to the user's eyes with a perspective theme of dark with a mix of light colors. The system is mainly and will be consistently open to any suggestions that it may face especially from the user's feedbacks, professors and instructors that will give their own constructive criticism.

## **Overview of the Research Study**

Since web development is becoming more popular these days, it will be better if there would be a more reliable and user-friendly system that will help and accommodate enthusiasts creating and engineering their own desired platform. Below are the generalized and additional information relating to this research study.

- **Review of Related Literature**

### **An Interactive Tutorial System for Java**

As part of the documentation for its library packages, the Java Task Force (JTF) developed an online tutorial system that enables teachers and students to explore the resources provided by the Task Force in a highly interactive style. The individual pages that make up the tutorial often include demonstration programs that the reader can experiment with while remaining on the same web page as the explanatory text. Although the original motivation for developing that tutorial system was to document the JTF packages themselves, the structure is general enough for teachers to design their own tutorials and interactive demonstrations. This paper describes the structure of that tutorial system and illustrates its use. In addition, the paper describes some work-in-progress that will make it possible to create interactive lecture demonstrations from PowerPoint™ slides.

**Author:** Eric Roberts (Stanford University)

- **Research Goals and Objectives**

The main purpose of this research is to identify major key points, advantages and disadvantages that we may face during the initial phase of the creation of the overall system. At the end of this research, the director of this research should be able to identify if the WOJA: World of JavaScript is beneficial, efficient and can uphold stability and consistency. Being aware that we are in the modern times, research's sub goal is to identify whether the system could withstand the inevitable change that the users could throw.

## **Importance of the Research**

Assuming that this research paper would be approved. As we move along and proceed to the development of the WOJA, we would be able to help small numbers of basic to advance learners concerning the web development. We could help them by motivating them with sample projects and more precise tutorials about web-development. The main importance of this research is to help the readers and to inform all our perspective users about the guidelines, limitations, manual and instructions on how to use the WOJA.

## **Research Problem and/or Limitations**

The number one factor that could hinder the production and development of WOJA to be processed is the time and schedule. Since the given amount of time to create both the system and the research paper is considerably tight, we can assume that the interface would be straight-forward as the researcher/developer has to go

under extreme time management. The designing phase and the development phase would be in a one timeline to save more time for the review phase.

## **CHAPTER 2**

### **Project Methodology using Waterfall SDLC method**

#### **Requirements Gathering Phase**

Before putting together and establishing essential parts of the system, the World of JavaScript underwent to requirements gathering. In this phase, the developer gathered all the necessary information as how the system should run and behave during the operations, interface of the system and other necessary components to be used when building the web system. In WOJA's case, there would be a direct and simple command that the user can use to direct them to different tutorials. We can successfully give a direct and simple instructions to the user by eliminating complexities by not giving them enigmatic symbols, terminologies and instructions.

#### **System Design Phase**

After gathering all the necessary components to be included in the system such as design tools, theme, overall face of the system and mockups, the developer can now proceed to the design phase. In this phase, it is concluded that the World of JavaScript will be having a dark-themed interface (Jet black and nice shade of orange)

In this phase, developer also gathered information whether what technology and tools are going to be executed during the production – Below are list of tools to be used upon the creation of WOJA.

1. HTML (Hypertext Markup Language)
- 2.CSS (Cascading Style Sheet)
3. JavaScript
4. Bootstrap or Tailwind CSS

5. Github
6. Uiverse.io

When it comes to the structure of the information to be included in the system, developer would use the cross-checking method across different and popular platform with reference to Web Development to ensure the safety of the information and the reliability of every piece of data inside the system. Below are the specific sites(names) used to check and verify the information:

1. W3school
2. GeeksForGeeks
3. The modern JavaScript Tutorial
4. Tutorialspoint

## **Implementation Phase**

The production will be held in this phase. Since every requirement has its own place and part, the developer may now proceed. The sequence of the step-by-step implementation should be oriented and acted as below:

1. Create the base of the web page. This includes the text, symbols, input, radio button and other essential parts to be placed inside the web page.
2. Proceed to the styling of different elements inside the web page starting from the very top to and down to bottom part of the system.
3. Since web page tends to load at a specific moment, there has to be built-in animations held by the web page. The production of animation should not be exaggerated.
4. Creating a link between buttons, text, divisions and other clickable elements inside the web page to another web page to ensure the free access of every user to different parts of the system.
5. During the requirement phase, the developer gathered information about user's screen sizes. The screen sizes may vary – inevitably – depending on the user.

Since the screen sizes may be different from the perspective of the developer, media queries have to take part during the production to ensure the responsiveness of the web page in different screen sizes/resolutions.

### **Testing Phase**

After the implementation and establishment of the system, it is now time to test if the system behaves normally and with accord to the information gathered during the requirement gathering phase. The buttons have to be responsive, clickable divisions has to be linked to another web page, the navigation menu has to be precise and clear, the animation has to be synchronized if there are any other correlated animation in the same web page. Lastly, there would be a project included in the system, it should be responsive and interactive.

### **Deployment Phase**

After ensuring that every part of the system is reliable, we can now deploy our project to observe whether it's a true user-friendly system, stable, usable and to further observe the behavior of the WOJA.

### **Maintenance Phase**

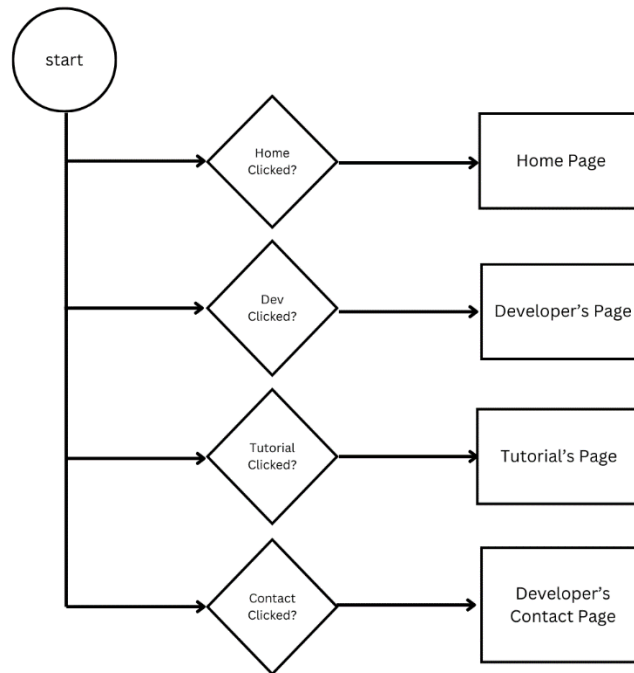
Since change on web is inevitable and a part of web maintenance, the developer has to maintain the system using these strategies:

1. Monitor the system for any performance issues and problems encountered by the user.
2. Take a look manually and use the system often to gather ideas to improve the system.
3. Address the information given by the users with reference to upgrading, updating, changing interface and bugs in the system.

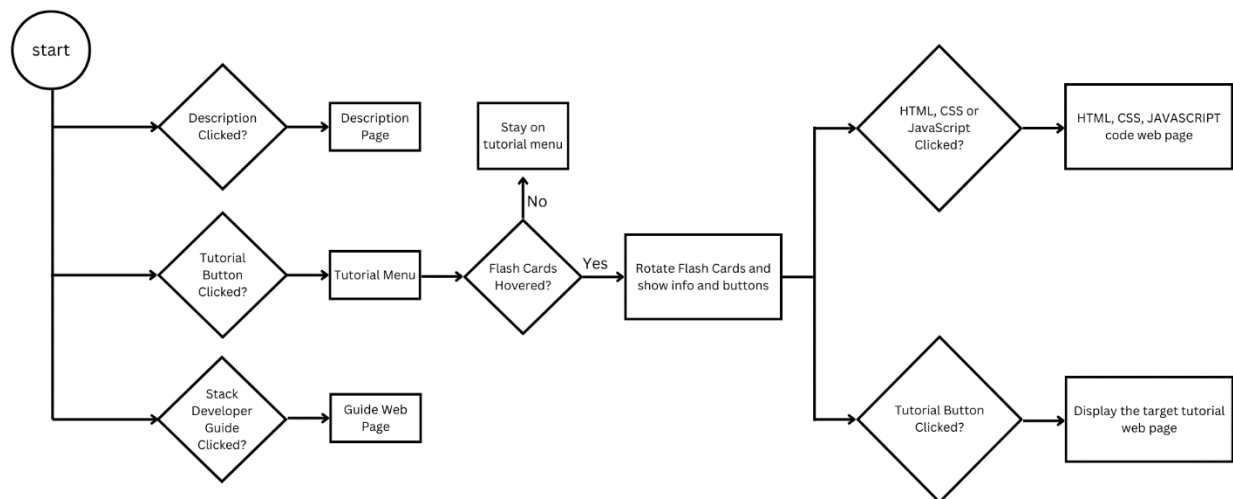


# Flow Chart

## 1. Header Flow Chart



## 2. Main Container |Flow Chart



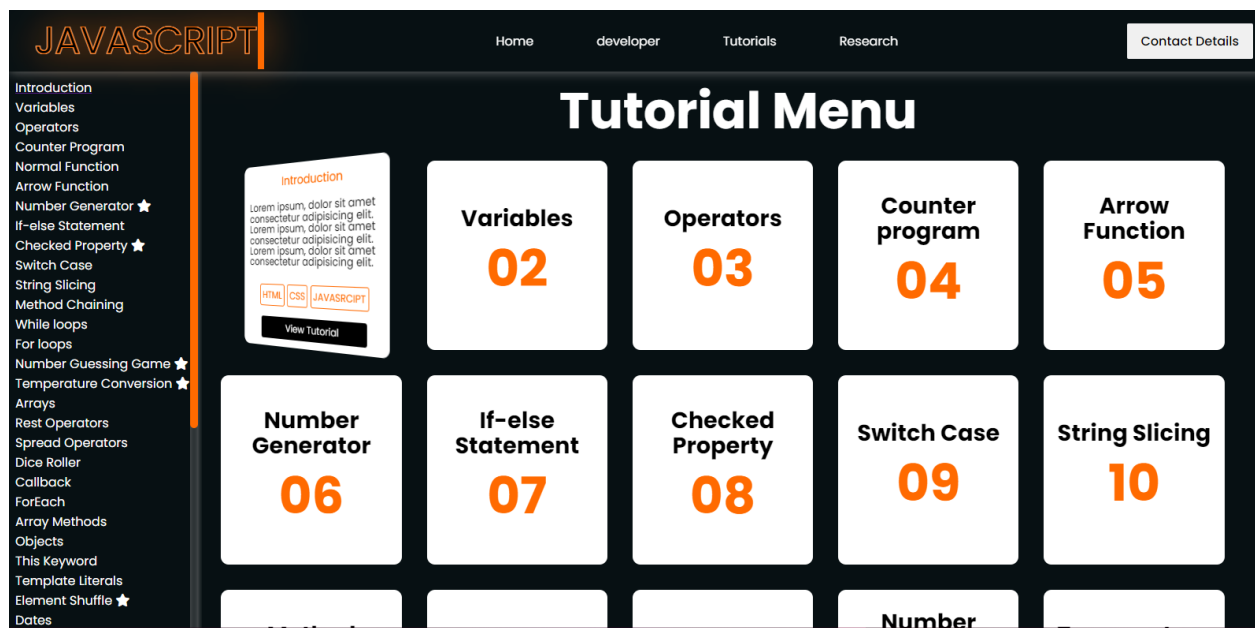
# Project Design

Figures below show the overall perspective interface of the WOJA.

## 1. Home page (Main Page)



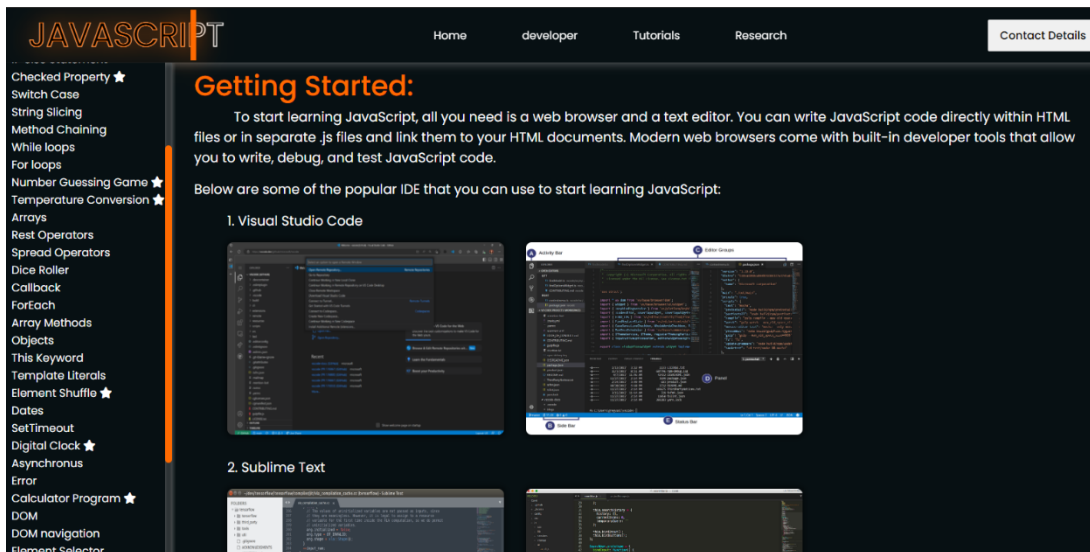
## 2. Tutorial Menu



### 3. Target Tutorial Page



### (Bottom part of the target tutorial Page)



# System's Walkthrough

## Part 1 (Home Page)



### 1. Navigation Bar

The navigation bar includes clickable divisions that are directly related to a specified web page.

### 2. Developer Contact Details

The button (Contact Details) gives the user's access to another web page that contains developer's personal contact numbers, emails, and other social media platforms they can use and serves as a communication path between the developer and user.

### 3. Description Button

The description button will redirect the user to another web page that contains information about what is HTML, JAVASCRIPT and CSS.

### 4. Tutorial Menu Button

This button will give users a direct access to the tutorial menu which they can use to choose the desired topic to learn.

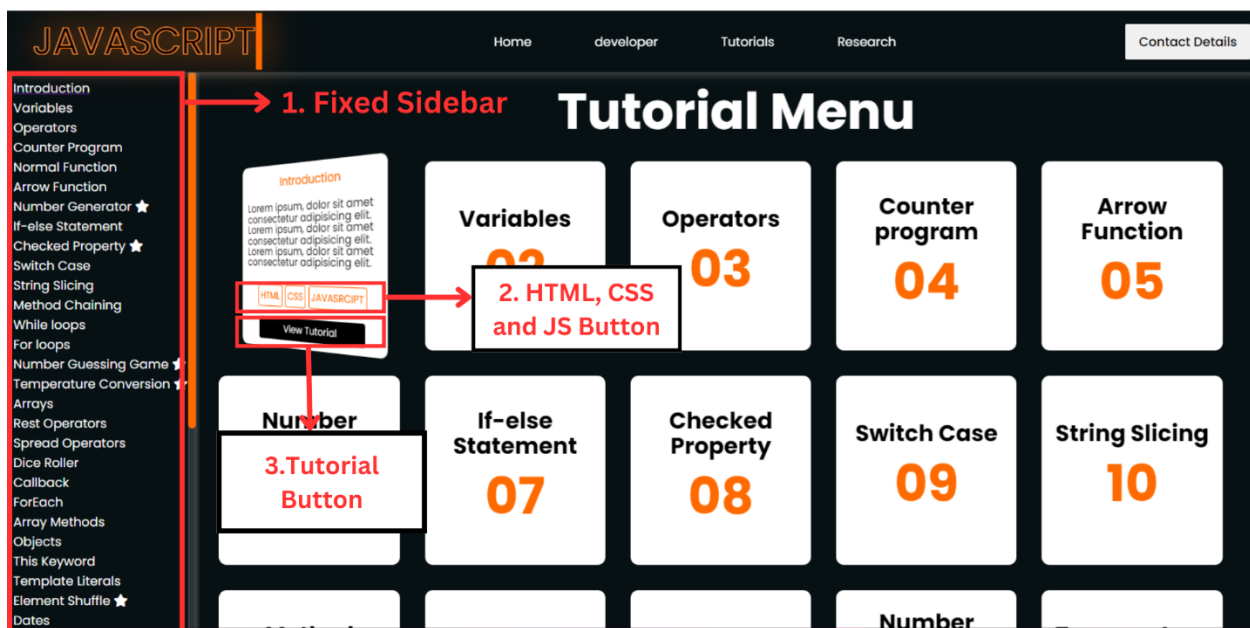
## 5. Guide Page

This clickable text will redirect the user to another web page that contains information with reference on how to become full stack web developer.

## 6. Dev's Social Media Platforms

These buttons will create another tab and redirect the user to developer's personal accounts.

## Part 2 (Tutorial Menu)



### 1. Fixed Sidebar

This area contains all of the included tutorials in this system. The main purpose of this fixed sidebar is to help the users navigate through each lessons faster.

## 2. HTML, CSS and JS Button

This button will redirect the users to source codes that is used in a specific target tutorial.

## 3. Tutorial Button

The tutorial button will redirect the users to a specific tutorial like this:



## Ethical Consideration

The world of JavaScript contains principles and guidelines for the users that help both parties (developer and users) to determine whether a specific information and action is morally right or wrong. These are the standards used to ensure that everything in WOJA is reliable and trust-worthy:

### 1. Transparent and Truthful

This system is ensured that all information inside the system is cross-checked across different platforms with reference to web development.

## **2. Prioritizing Feedbacks and Encouraging Constructive Criticism from Users**

The world of JavaScript is open for any strategized suggestions, opinions and criticisms that it may face throughout its life span.

## **3. Elimination of Gathering User's information**

This is to further enhance the reliability of this website. WOJA won't be asking any personal questions and users' information that may be subjected to being violated to avoid unnecessary complications and unwanted/misuse of user's personal information.

## **4. Promotes Educational Resources**

The world of JavaScript ensures that it will and only provide educational tools for JavaScript that the students can use to strengthen their basic understanding about JavaScript and provide/support critical thinking skills using JavaScript.