Announcements

* This week’s lab is an “open lab” for working on projects with GTF assistance

JQuery Mobile

JQuery Mobile is a library written using jQuery that provides objects and methods for developing responsive web apps (web apps that adapt to different screen sizes- especially those of small mobile devices).

Reference: <http://jquerymobile.com>, Gallery: <http://www.jqmgallery.com>,   
W3Schools: <http://www.w3schools.com/jquerymobile/default.asp>

* HTML5 data-\* attribute  
  <http://www.w3schools.com/tags/att_global_data.asp>  
  This attribute lets us store custom data on the page that can be accessed in JavaScript
* jQuery data-role
* The data-role="page" is the page displayed in the browser
* The data-role="header" creates a toolbar at the top of the page (often used for title or search buttons)
* The data-role="main" defines the content of the page, like text, images, buttons, forms, etc.
* The data-role="footer" creates a toolbar at the bottom of the page

Notes on the logic-ops example

* The *Number(argument)* method converts the argument to a number type.
* *The Boolean(argument)* function converts the argument to a boolean type.
* *<input type=”range”>* is displayed as a slider in Chrome.
* jQuery search by element name, for example: *$(“button”)*, calls getElementsByTagName which returns an HTML Collection. An HTML Collection is an array-like object. You can use the .index method to access an element in the collection.
* Dice-namic: We’ll write the project 4 code together in class. It was part of project 4 for the other section of CIS 111.

Project 4, Dice.js problem

11/p4/Dice.js.

This is an exercise in Command-Line JavaScript.

Review pp. 139-140 of JSNN.

Download Dice.js from <https://gist.github.com/mh108/9e824e7c5dca87fadcc2> to your 111/p4/folder.

Modify Dice.js as follows:

A) Complete the rollDice method. It should roll two dice and

return a number in the range [2..12].

Dice.rollDice() => 7

Dice.rollDice() => 3

B) Complete the rollDoubles method:

Dice.rollDoubles(4) => 8

Dice.rollDoubles(4) => 2

Dice.rollDoubles(6) => 3

C) Complete the roll\_number function.

Note how snake-eyes is much harder to hit than a seven:

roll\_number(7) => 4

roll\_number(7) => 2

roll\_number(2) => 67

Recommended Editor Packages

<https://atom.io/packages/atom-beautify>

<https://packagecontrol.io/packages/HTML-CSS-JS%20Prettify>