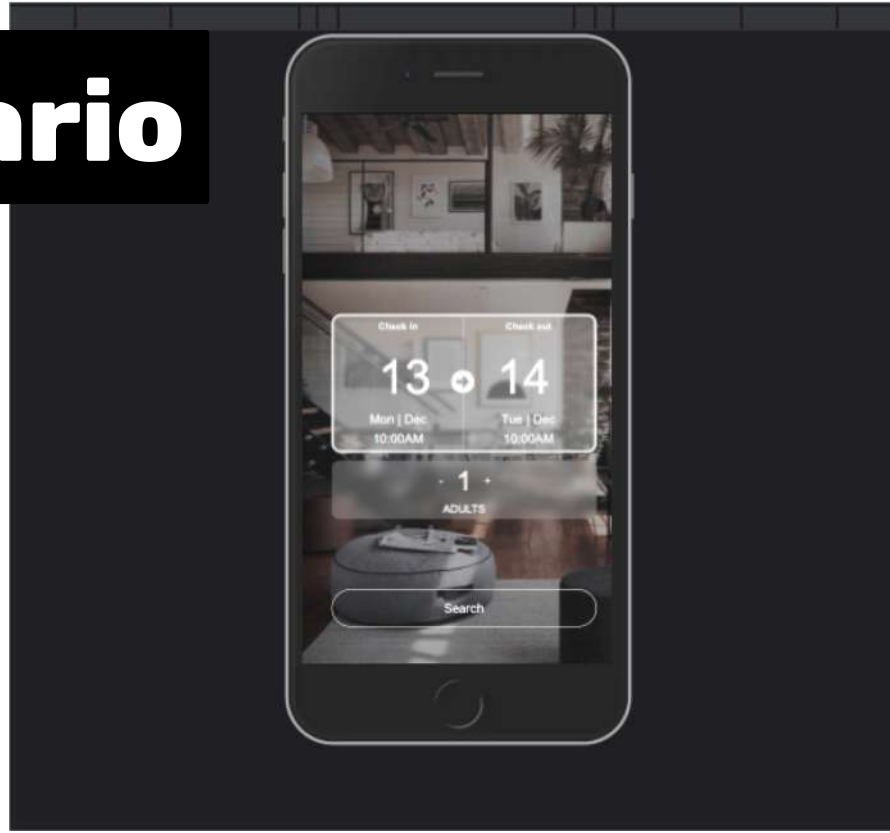
TripHome APP

FOUNDATION CODING ASSIGNMENT
MODULE 2 SUMMATIVE
Student: LYNN LIU

CONTENTS

Project Scenario



Accommodation

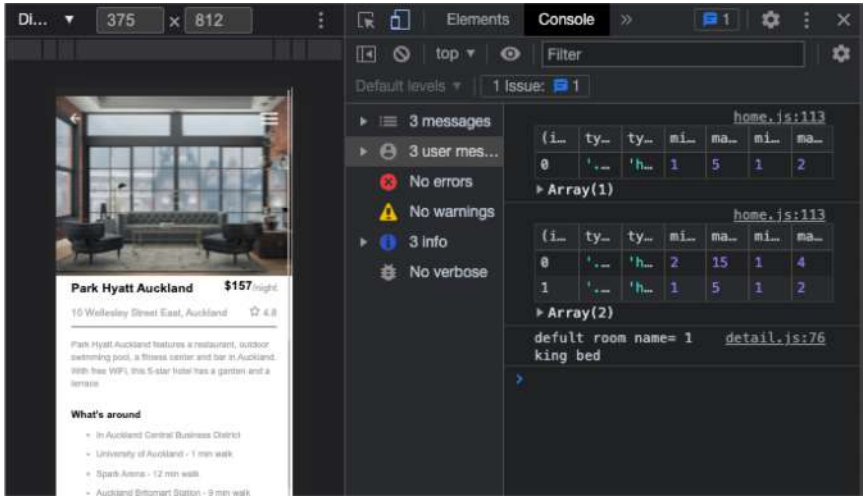
The first part of the user experience involves visitors to a specially designed site inputting information and being shown accommodation options and related details based on the number of people in their party and the length of time they intend to be staying.

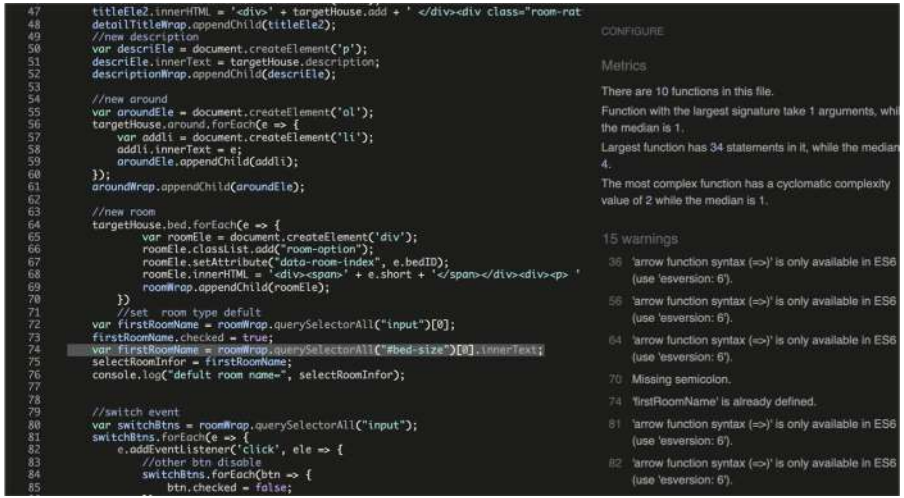
The second part involves displaying meal options for the chosen accommodation option. You will need to create the data for the meal options.

- Hotel 1-2 people – $157/night – min 1 night, max 5 nights
- Hostel 1 person – $30/night – min 1 night, max 10 nights
- Motel 2-4 people $90/night – min 3 nights, max 10 nights
- House 1-4 people $240/night – min 2 nights, max 15 nights

1. DEBUGING JAVASCRIPT

I used **Chrome console** during my project, When js can achieve the expected function, I will put all the code into **JS hint** to verify.





2. JAVASCRIPT LIBRARY

Litepicker (https://litepicker.com/) was used for building calendar to provide the ability for users to select the desired dates.

I had imported CSS STYLES to customize the calendar color and set the 'maxDays' attribute to meet the project requirement

```
<!-- litepicker -->
<link rel="stylesheet" href="https://cdn.jsdelivr.net/npm/litepicker/dist/css/litepicker.css" />
<!-- fonts -->
<link href="https://fonts.googleapis.com/icon?family=Material+Icons" rel="stylesheet">
<!-- materialize -->
<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/materialize/1.0.0/css/mater
<script src="https://cdnjs.cloudflare.com/ajax/libs/materialize/1.0.0/js/materialize.min.js"></s
```

```
481
482     <script src="./js/data.js"></script>
483     <script src="https://cdn.jsdelivr.net/npm/litepicker/dist/litepicker.js" defer></script>
484     <script src="./js/main.js" defer></script>
485     <script src="./js/home.js" defer></script>
486     <script src="./js/all-listing.js" defer></script>
487     <!-- <script src="./js/splide.min.js"></script> -->
```

index.html ● | home.js | base.scss

js > home.js > picker > minDays

```
16  }
17  homeInit();
18
19
20  var picker = new Litepicker({
21      element: document.querySelector("#litepicker"),
22      format: "DD-MMMM-YYYY",
23      minDate: Date.now(),
24      singleMode: false,
25      tooltipText: {
26          one: 'night',
27          other: 'nights'
28      },
29      tooltipNumber: (totalDays) => {
30          return totalDays - 1;
31      },
32      maxDays: 15,
33      minDays: 1
34  });
```

3. EXTEND A JS LIBRARY WITH A 3RD PARTY PLUGIN

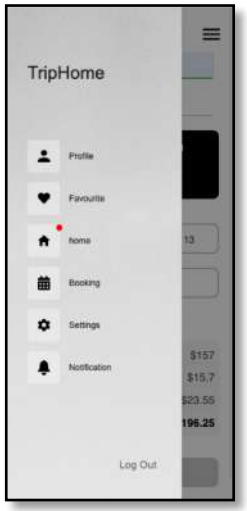
index.html ● JS home.js base.scss

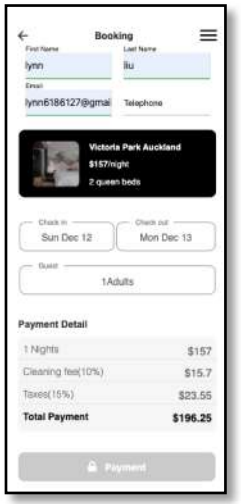
index.html > html

```
26      <!-- materialize  -->
27      <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/materialize/1.0.0/css/materialize.min
28      <script src="https://cdnjs.cloudflare.com/ajax/libs/materialize/1.0.0/js/materialize.min.js"></script>
```

- **Materialize**

  (https://materializecss.com/)was used for quick building some module like sideNav, forms and preloader and so on





4. USE A RANGE OF PRODUCTION TOOLS TO ASSIST IN THE DEVELOPMENT OF A PROJECT

01
Adobe XD
App prototype

02
VS Code
Prototype code build

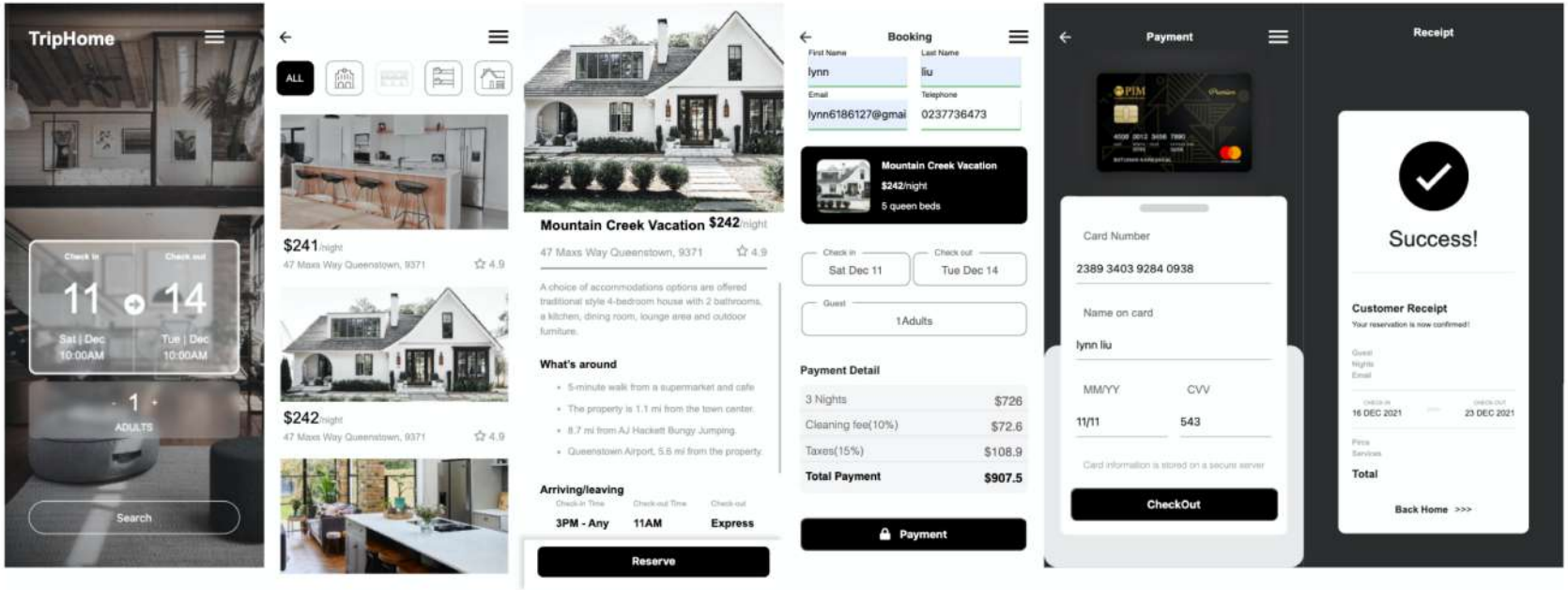
03
Chrome
Viewing/Debugging

04
Trello
Time management

05
Prettier
Format my code

06
JS hits
Javascript linting tool

4. USE A RANGE OF PRODUCTION TOOLS TO ASSIST IN THE DEVELOPMENT OF A PROJECT



Prototype Link https://xd.adobe.com/view/9b564cc5-cb77-44f3-9972-f13e9ff5c324-ce05/specs/

5. USE JAVASCRIPT TO MANIPULATE THE DOM

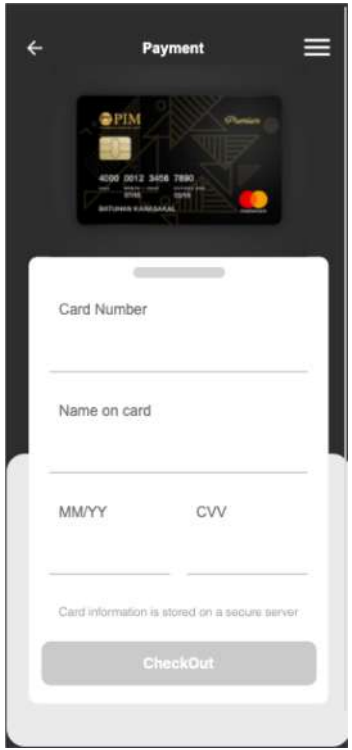
With the images shown right, on the credit card payment page, I set up a series of verification operations:

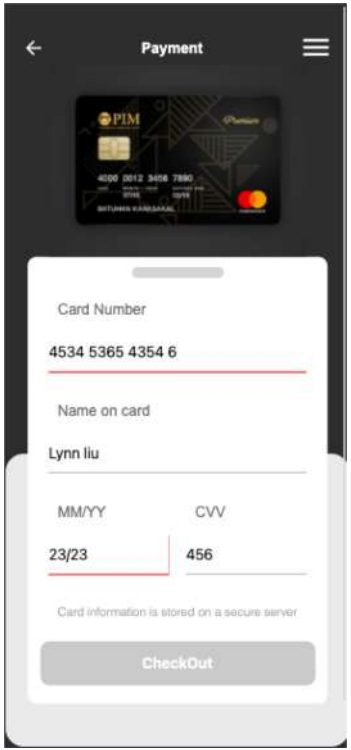
- Restrict The Input Data Type: Card numbers with a length of 16 number and only letters can be input to name

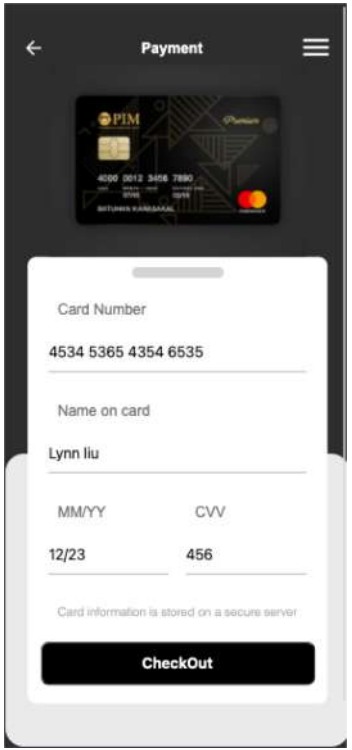
- Farmatted Input Data:

a) Every 4 numbers of the card number as a group and auto separated by spaces.
b) The 2 numbers in front of the date can only be 1-12 to indicate the month, and it is automatically filled slash to separate the year.

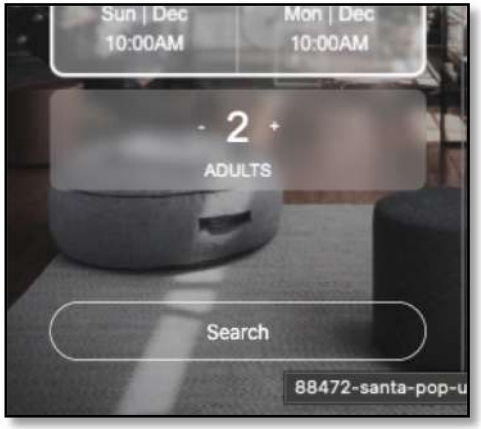
- The Checkout Button Only Available when all inputs cannot be empty and the format are correct.



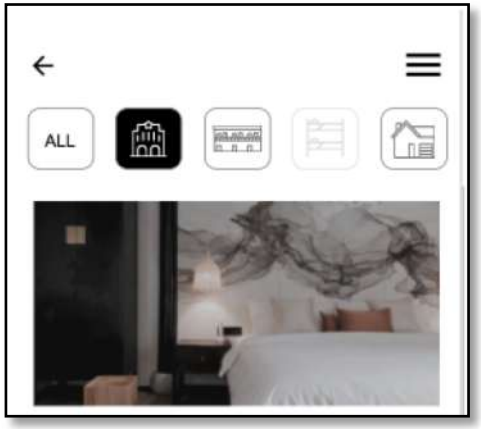




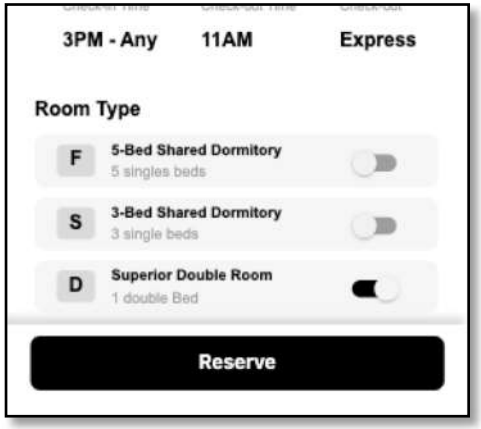
6. IMPLEMENT FUNCTIONALITY OF UI COMPONENTS WITH APPROPRIATE RAW JAVASCRIPT AND/OR A LIBRARY



1.Click the plus or minus button can make person counter work



2.Lighter grey button is invalid to click , the black outline icon can be clicked to filter out speific accommodation type

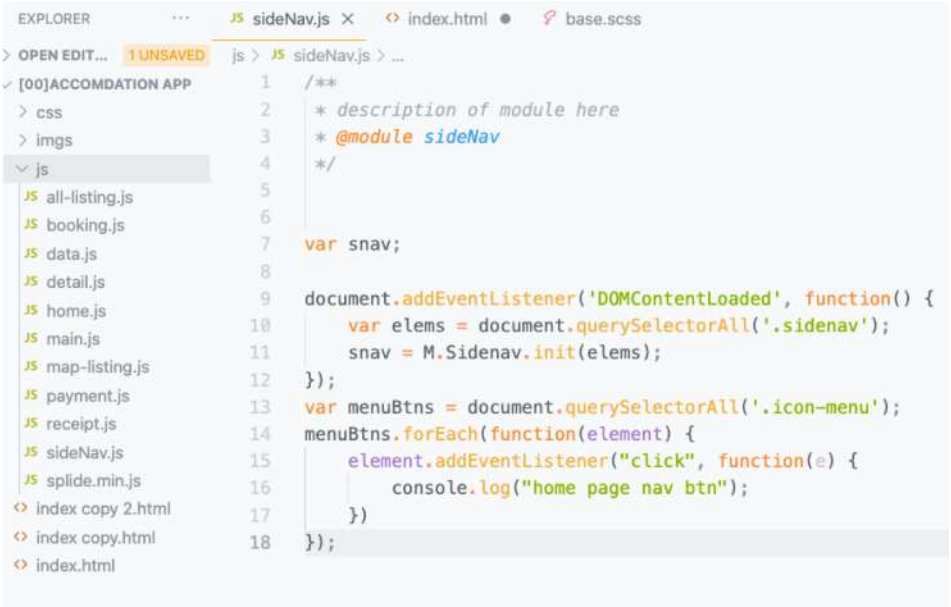


3. The first room type is set to the default value. Click any switch button to make it currently activated, and the rest of the options are switched to closed state

7. WRITE CODE CONSISTENTLY FOLLOWING A CODE STYLE GUIDE

To making the code easy to read I Use only one style sheet per page and use comments where possible to help understand what's doing.

For my JavaScript, well name the var is important and use functions name meaningful and camel case . Following that, I tried to keep all the rest of my code in the same order as the progress of the app structure.



8. QUALITY ASSURE OWN CODE BY TESTING AGAINST INDUSTRY STANDARDS

My HTML code show some errors once passed into the validator.

- 1.Bad value name of imgs: need remove the space of imgs name.
- 2.Duplicate id: use class name instead of ID ,and style the element by class name.

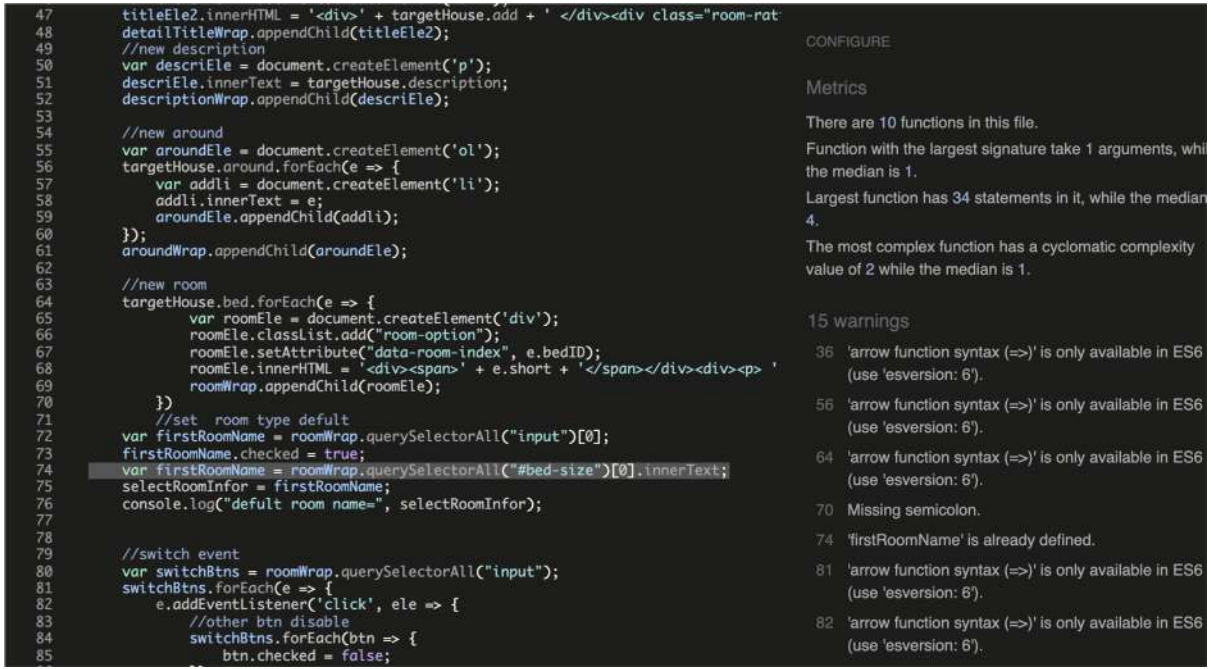
And this shows a few warning which is in regards to content not having heading in some section. Given that this prototype is an app, I didn't feel this to be an issue as my app will not be indexed or crawled by Google.

After correcting the errors, submit for verification again, showing only warrings and no errors.

8. QUALITY ASSURE OWN CODE BY TESTING AGAINST INDUSTRY STANDARDS

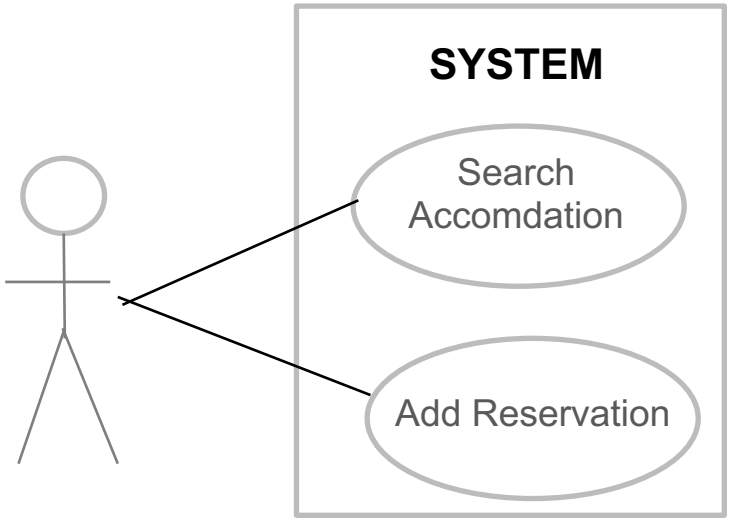
Js hits show no errors but some warnings once passed into the validator.

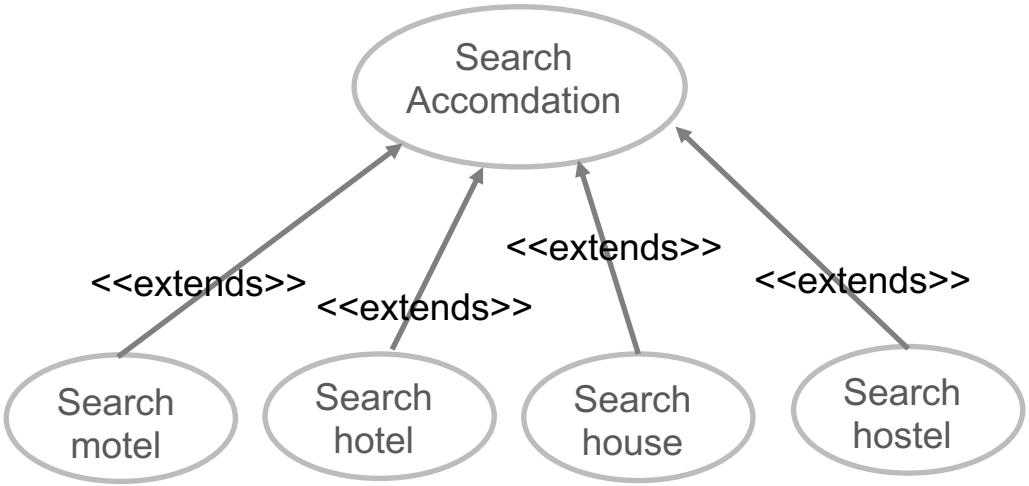
I use the arrow function when loop some array in function.
I knew that arrow function is only available in ES6



9. DEFINE DELIVERABLES BASED ON USE CASE PRIOR TO PRODUCTION

Use Case Diagram





9. DEFINE DELIVERABLES BASED ON USE CASE PRIOR TO PRODUCTION

DELIVERABLES

- Clear and sound HTML structure
- CSS complied using Sass
- Clean JavaScript with no errors
- App to have backward features with correct
- Dynamic person counter button
- Dynamic radio/checkboxes
- Dynamic filter image buttons
- Person information validation
- Credit Card validation with card type recognition
- Payment receipt
- sideNav for quick back home page

Person	Hostel	Hotel	Motel	House
1	1-10n	1-5n	-	2-15n
2	-	1-5n	3-10n	2-15n
3	-	-	3-10n	2-15n
4	-	-	3-10n	2-15n

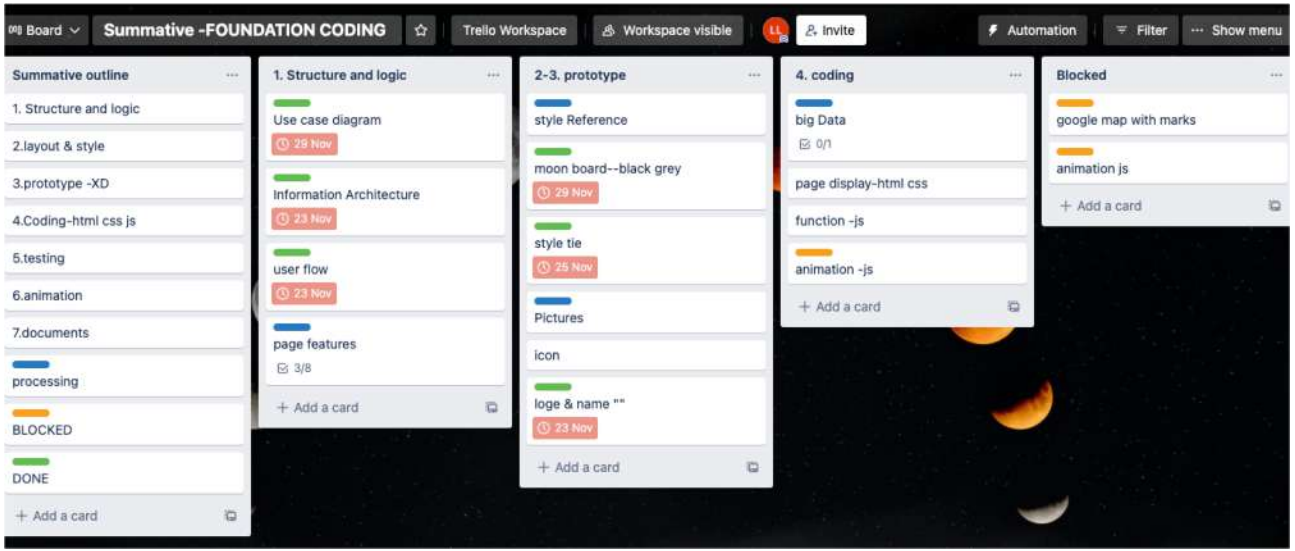
The logic of filtering accommodation types based on the number of people

10. SET CRITICAL DEADLINE MILESTONES FOR PROJECT DURING THE PLANNING STAGE AND ANALYSE VARIATIONS FROM THIS WHEN SIGNING OFF THE PROJECT

For project and time management, Trello helps me keep track of what I deal with. As a project plan, I break down the project into multiple tasks and mark the time when their tasks are completed

Design color labels to indicate the progress and status of the task.

Week 01



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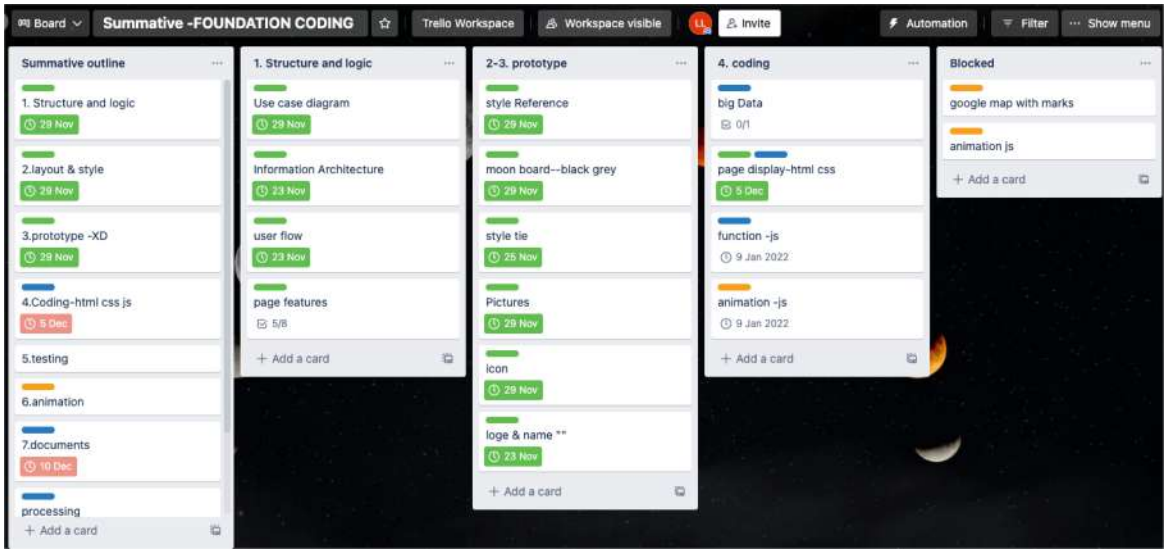
I also added a separate field to display content that was challenging for me and put them in a blocked state. If I have enough time, I will complete them to make my project more outstanding. If time is limited, complete the basic functions first.

Week 02

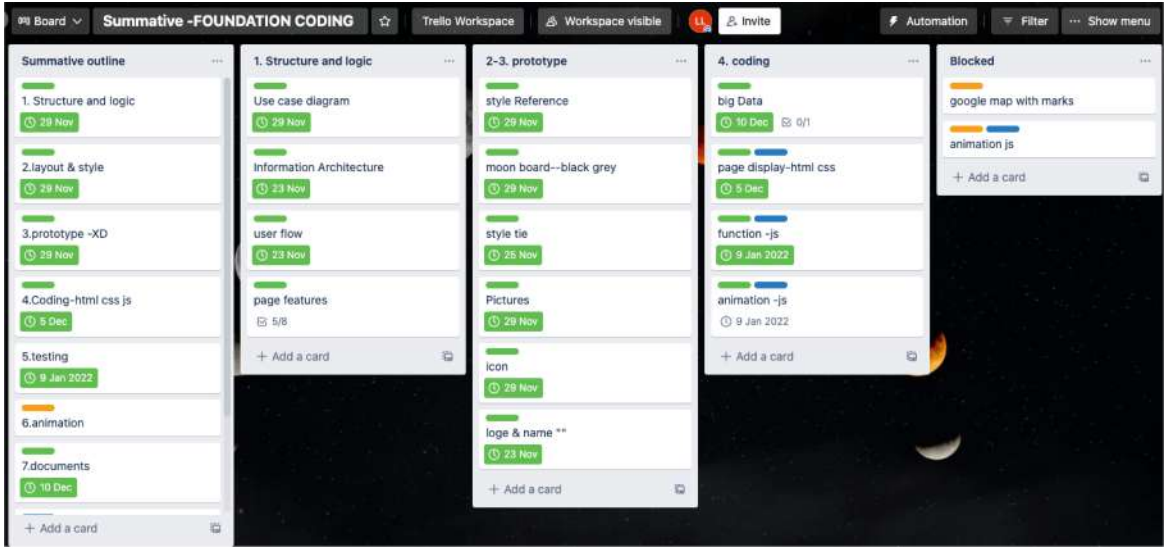


10. SET CRITICAL DEADLINE MILESTONES FOR PROJECT DURING THE PLANNING STAGE AND ANALYSE VARIATIONS FROM THIS WHEN SIGNING OFF THE PROJECT

Given the scale of the project, I often deal with multiple tasks at the same time. Some tasks set deadlines for completion.

From the picture below, you can pass my production status.

Week 03



https://trello.com/b/eixvjUTf/summative-foundation-coding

Reflection

Before designing the prototype, I referenced many reservation apps in the market
In order to actually practice the knowledge learned, the initial design is more complicated. The filtering function can be based on location, price and type. Multiple variables control filtering results.

I spent a week clarifying the logic of the project, referencing materials, designing app functions and completing the prototype
For the second week, I was stuck in CSS style building the single page. I felt very stressed because I knew that JS was the focus of this assignment. But there is not much time left. I haven‘t fully understood of when and which element need animation. This part is a big challenge and requires investment of time.

In the end, I had to simplify my original design, just keep accommodation type filter function, and the side navigation can only complete the function of returning to the home page.

Part of animation added : After the payment is completed, Checkmark animation Show on the top of recipes page and
Added preloader animation for page transition .

JavaScript is a powerful programming language that can add interactivity to a website and many times a function needs to clarify its thinking, and test and adjust it repeatedly to achieve the final work.