

Assignment 1

Due Date:

You must demonstrate your program during class time. (It is an individual assignment)

	<i>Date</i>	<i>Time</i>
Softcopy	06-February-2022(Sunday)	11:59PM
Demo	Week 5 (07-10 February 2022)	During class time
Demo cut-off date	11-February-2022(Friday)	5:00PM

Students are expected to demo their projects during specified demo time which takes place during regular class. In special circumstances, if you miss the demo during class time, please make an appointment and finish your demo before the cut-off date mentioned above. Failing to do so will cost you demo marks specified in the marking sheet (the last page of this document)

Topic:

Build a mobile web app prototype with jQuery and jQuery Mobile. This prototype will be utilized in the subsequent assignments. Assignment 2 and 3 will be built on top of Assignment1. You must complete assignment 1 before proceeding any other future assignments.

Before you begin:

- Make yourself familiarize with the hands-on examples done in the lab during class time.
- Make sure you see the screenshots in color, as you will be required to match the color themes used.
- The assignment specification and screenshots are made assuming a student's name Jason Bourne (and initial is JB). Replace Jason Bourne with your full name, JB with your own initial. Also replace xx with your own initials.
- Make sure to fulfill all programming and assignment standards. The Standards Summary is available at eConestoga.

Problem Specification:

Task 1: Create your mobile app project

- Project/ Folder name: xxFeedbackA1, where xx is your initials.
- Add the required library files. The required library files for jQuery and jQuery mobile are available at
eConestoga->Table of Content->Resources->_lib.zip
- Unzip and copy css, img and js folders to the project root.

Task 2: Application image

- Create your own app image (xx-image.png, where xx is your initials).
- Please do not choose the same image used in the screenshot below.
Check <http://www.iconarchive.com> to get your free image.

Task 3: Build your prototype

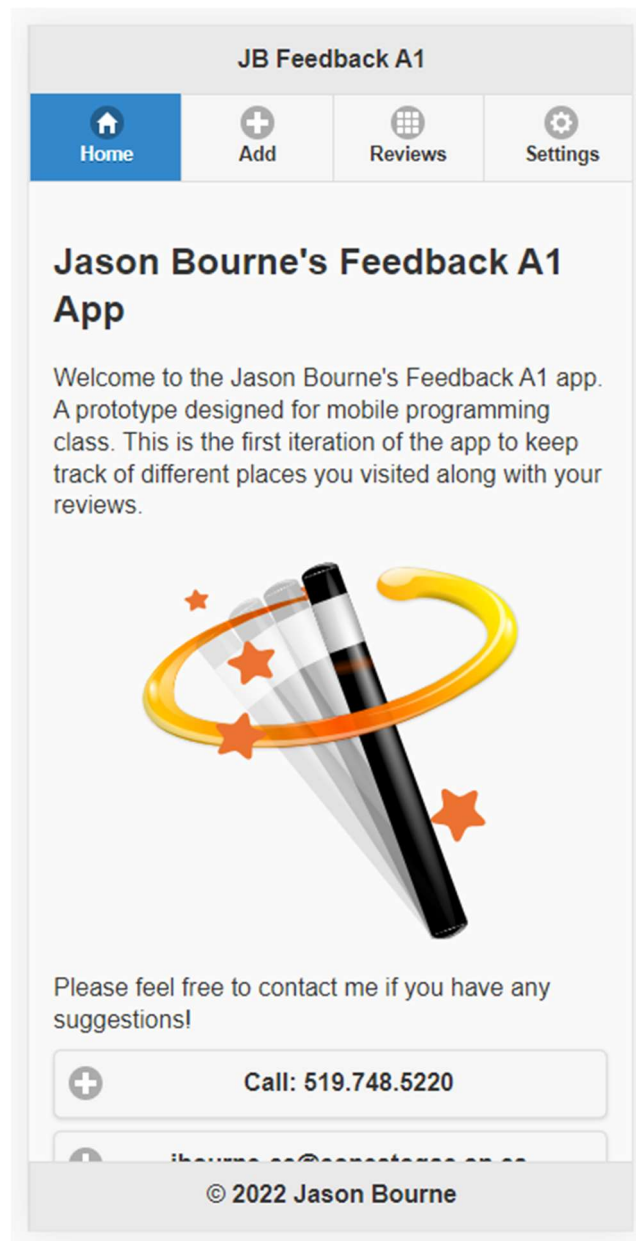
- Create an html file, if viewed on a browser will match EXACTLY the screen shots provided, except:
 - Anything related to Jason Bourne; replace them with your own information
- Name the file as index.html. NO need to add prefix in the name of this file.
- The html file will contain 5 pages.
- For each page add 3 sections: header, content, and footer
- Header and footer section is fixed; they will always be in sight when scrolling a lengthy page.
- For each header section, the title must match the current action (e.g., List of Reviews is displayed when the Reviews tab is selected)
- For navigation bar tab selection must persist and change the color showing the tab is currently selected.
- Match the color schemes (choose color themes accordingly).
- Provide name and id attributes for the following items in your project. Missing id and name will result in deduction of marks (Check the marking sheet – the last page of the document). These requirements will be considered as Programming Standards.

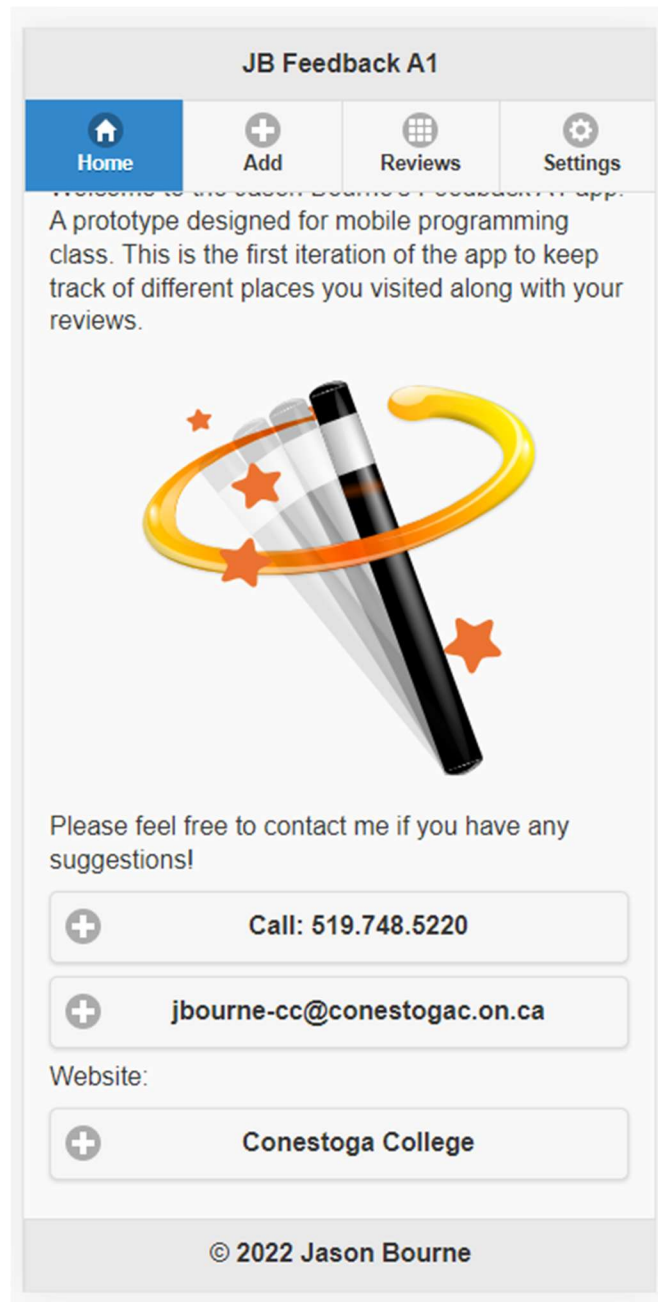
Item/tag	id	name
Page	√	
Listview	√	
Textbox	√	√
Form	√	√
Dropdown List/Combobox	√	√
Textarea	√	√
Checkbox	√	√
Button	√	√
Radiobutton	√	√
<input>	√	√

Table 1: Id and Name requirement

Task 4: Home Page

- Set the page's id to xxHomePage, where xx is your initials.
- Set the template data to match the design layout including the title and header (XX Feedback A1) similar to the screenshots below.
- Use any image (e.g., image.png) to display the image center aligned. Use your own Student Name instead of Jason Bourne and your own initial instead of JB and xx.
- The 3 buttons at the bottom are actually links. Use anchor tag and make them look like buttons.





Task 5: Add Feedback Page

- Set the page's id to `xxAddFeedbackPage`, where `xx` is your initials.
- Add the template data to match the design layout including the header (Add a Feedback) similar to the screenshot shown below.
- Add a form with `id` and `name` that is unique (i.e., `frmAdd`)
- Business name and Reviewer email are text input fields
- Reviewer Comments is a textarea input field.
- Rating is a numeric input field
- Save button is a "Button" not an `<a>`
- All input controls (textbox, buttons, textarea etc.) must have proper `id` and `name`. See Table 2: Id and Name requirement.
- No form validation is needed, save button does not do anything in this assignment.

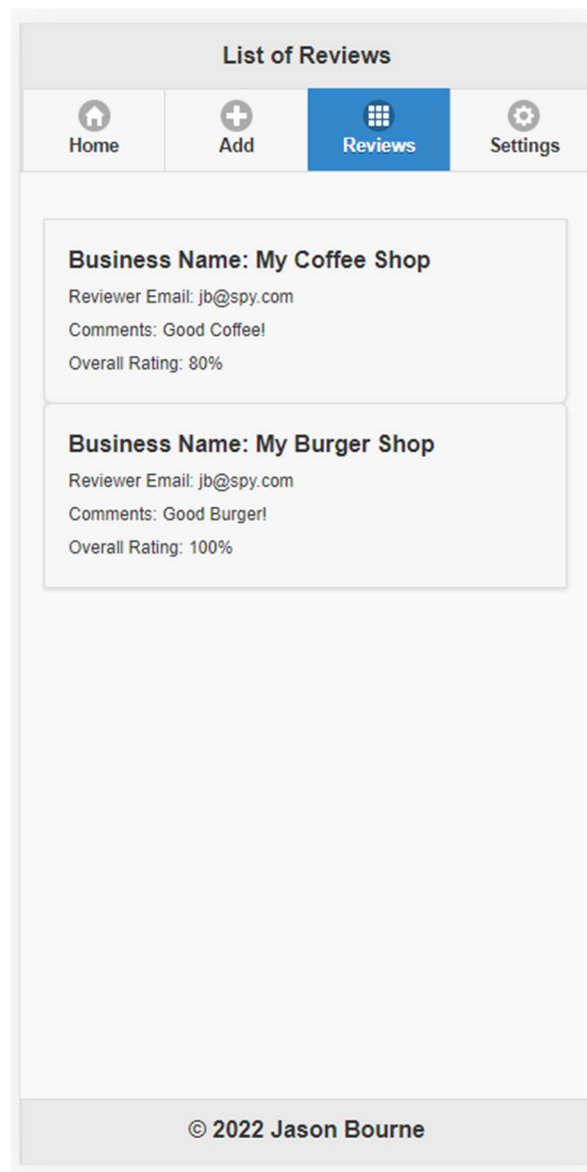
The screenshot shows a mobile application interface for adding feedback. At the top, there is a header bar with the title "Add a Feedback". Below the header is a navigation bar with four tabs: "Home", "Add" (which is currently selected and highlighted in blue), "Reviews", and "Settings". The main content area contains a form with the following elements:

- A text input field labeled "Business Name:".
- A text input field labeled "Reviewer Email:".
- A text area input field labeled "Reviewer Comments:".
- A numeric input field labeled "Overall Ratings (1-100):".
- A blue button labeled "Save" positioned below the rating field.

At the bottom of the screen, there is a footer bar with the copyright notice "© 2022 Jason Bourne".

Task 6: List of Reviews Page

- Set the page's id to xxViewFeedbackPage, where xx is your initials.
- Add the template data to match the design layout including the header (List of Reviews) similar to the screenshot shown below.
- Provide your own sample realistic data. DO NOT USE "My Coffee Shop" and "My Burger Shop" as your template data.
- Assign listview id that it unique (i.e., lstViewFeedback)
- Both items will have a link to the same xxModifyFeedbackPage (next task).
- This is just a prototype. The two items have static data. In future assignments you will require to provide dynamic data.



Task 7: Modify Feedback Page

- Set the page's id to `xxModifyFeedbackPage`.
- Add the template data to match the design layout including the header (Modify Feedback) similar to the screenshot shown below.
- Match the default data to the first item of Task 6 (your own sample data).
- This page is similar to the `xxAddFeedbackPage` except for the header and buttons (Cancel, Delete, Update) and some static values in the input fields.
- Give ids and names for all input controls (textbox, buttons etc.) ~~with your initial as prefix~~. See Table 3: Id and Name requirement.
- Cancel, Delete, Update are "Buttons", not `<a>`
- This is a prototype. The buttons do not need to work.

The screenshot shows a mobile application interface for 'Modify Feedback'. At the top, there is a header bar with the title 'Modify Feedback'. Below the header is a navigation bar with four icons: Home (house icon), Add (plus icon), Reviews (grid icon, which is highlighted in blue), and Settings (gear icon). The main content area contains several form fields: 'Business Name' with the value 'My Coffee Shop', 'Reviewer Email' with the value 'jb@spy.com', 'Reviewer Comments' with the value 'Good Coffee!', and 'Overall Ratings (1-100)' with the value '80'. At the bottom of the form are three buttons: 'Cancel' (white), 'Delete' (black), and 'Update' (blue). The footer of the app shows the copyright notice '© 2022 Jason Bourne'.

Task 8: Settings Page

- Set the page's id to xxSettingsPage.
- Add the template data to match the design layout including the header (Settings) similar to the screenshot below.
- All input controls will have id and names. See Table 4: Id and Name requirement.
- The buttons (not <a>) in this page do not need to work.

Settings

Home Add Reviews Settings

Default reviewer Email:

Save Defaults

Clear Database

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Task 9: Test your app

- Go to Developer Tool of chrome. Click toggle device toolbar icon located on the upper left side of the Developer Tool window. Choose any phone (preferably Pixel 2(XL)/Pixel 3(XL)) as your device screen.
- Check if your application pages look exactly the same as screen shots provided in this specification document.

Task 10: Upload app

- Make a zip file xxAssignment1.zip that will contain
 - Complete project for your app
 - After unzipping, I should be able to run your application without any modification.
- Login to eConestoga and upload to : Assignment 1.
- For late submission: marks will be deducted per day as specified below.

Task 11: Demo your app

- Demo your app during class time. See the announcement at the beginning of this document. Check Schedule Summary-2022 document available under Content->Course Information module for details.

Marking Sheet

	Description	Marks Allocated	Marks Achieved
1	Home Page designed as specified	15	
2	Add a Feedback page is designed as specified	20	
3	List of Reviews page is designed as specified	20	
4	Modify Feedback page is designed as specified	15	
5	Settings page is designed as specified	15	
6	Every page has 3 main sections.	10	
7	Header and footer are fixed.	5	
Deduction			
	Runtime errors	15 x _____	
	Assignment Standard (proper project name, etc., see the standard documents for detail)	5 x _____	
	Programming Standard	1 x _____	
	Late Submission (softcopy)	_____ days	
	id attribute is missing for any input control	3 x _____	
	name attribute is missing for any input control	3 x _____	
	Bugs (including requirements mentioned in this specification)	3-10 based on severity	
	Failing to answer to questions during demo	5-10 based on severity	
	No Demo	60	
Total			

Late Penalty (Softcopy submission)

Days Late	Penalty %
1	5
2	10
3	20
4	30
5	45
6	60
7	80
8	100

Please note: How “Days Late” is calculated: Your assignment is due on Sunday 11:59pm. You are considered 1 day late if you submit on anytime on Monday (until 11:59PM). If you submit anytime on Tuesday (until 11:59PM), you are considered 2 days late.