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Automation theory term project

1-Project Topic and materials.

Regular expression games using JAVASCRIPT, HTML and CSS.

2- Summary:

explaining regular expression with some simple games like finding pattern match highlighted words or words matches given pattern.

3- Applied steps

1- Give brief information about regex in general, regex methods and rules.

2- Test pattern section: allow the user to enter pattern and text and test them.

3- Find pattern section: give the user a small text with highlighted words and ask him to fill pattern field with appropriate pattern.

In this section user can see what its pattern match separately.

4-find word section: give user pattern, small text and number of matching words and ask him to select matching words.

5- reference section: all website used for information and examples.

4- Basic methods used in the project

setValues() choose random pattern and text and show them to user.

checkRE() change color of words matching input pattern.

checkTexts() check if the pattern matched all highlighted words.

next() give new question.

add() add selected word to user selection and invoke check result method.

delete () delete the word from user selection and invoke check result method.