PROG2001 – WEB DESIGN AND DEVELOPMENT

A-04 : *HI-LO (REVISITED- AGAIN)* – DONE WITH ASP.NET AND SERVER-SIDE LOGIC

OVERVIEW

In this assignment, you (and your partner) will revisit your original Hi-Lo game (as implemented in A-01 and A-03) but this time, you will implement the game using **ASP.NET Web Forms** (with ASP.NET HTML Server controls, ASP.NET Web Server controls and ASP.NET Validator controls). This is the last time that you'll be seeing H-Lo this semester! ☺

This is a partner-based assignment and you can have partner if you wish. You do have to choose a partner from the same "Specialized La" section as you however. You can find the list of other students in your "Specialized Lab" section within eConestoga by looking in **Groups** under *Course Tools*….

OBJECTIVES

This assignment supports the following course objectives:

- To demonstrate the operation of server side technologies (ASP.NET)
- To demonstrate the ability to create user web forms

ACADEMIC INTEGRITY AND LATE PENALTIES

- Please refer to the SET Policies document regarding [Academic Integrity Information](#)
- Please refer to the SET Policies document regarding [Late Policy](#)

EVALUATION

- Please refer to the assignment weighting in the *Instructional Plan* for the course as well as the assignment's Rubric in the course shell.

PREPARATION

Review Module-08 lesson content as well the module's code samples – they will help you in this assignment. As well, review you're A-01/A-03 solution and/or feedback comments.

1. The user should have the <u>exact same game experience as in A-01 and A-03</u>. Please revisit these assignment descriptions for a reminder of what is required and expected …

2. By this point in your WDD progression, you should be adding styling and other enhancements (CSS) to the application with the *user experience* in mind …

3. Basic data validation on the input fields should be accomplished using the *Validators* in ASP.NET

   a. You may want to investigate using Custom Validators

   b. As well, it is expected that any prompting for information from the user will be done through input controls in the Web Form

   c. There should be **no client-side JavaScript** (of your own creation) **doing** any form of **validation in this assignment** – you are to use the .NET Validators …

      - Please see the "Additional Notes" below for more information about the *validators*

4. **The "game engine" must be executed on the server side (as in A-03)**

   a. In creating an ASP.NET project using Visual Studio, this assignment **must include** some *code behind.* So this means that your solution **cannot** be coded using Web Forms with *inline* coding only.

5. Make sure you comment you source code appropriately

   a. If you're doing this assignment with a partner, then please ensure you include both partner names in your file header comments (within your VS solution as well as the .aspx pages)

6. Also remember to clear any cookies or Session variables used for state information if the user presses *Play Again*

7. If the user makes a guess outside the allowable range, make sure to tell them of their error message. And remember best design practices – to clear any previous error messages when updating the screen…

8. Also so you know – when I mark your assignment, I will be doing so <u>within Visual Studio</u>. So one thing you can do is to investigate how to make a default / starting page within your solution.

There are no specific file naming requirements in this assignment.

When submitting your solution to this assignment, hand-in a single ZIP'd file containing:
1. Your cleaned Visual Studio solution (including all of your .aspx pages)

2. Also remember that this solution will be tested (within Visual Studio) using Microsoft Edge as well as Chrome

3. Please ZIP up these files and submit to the appropriate eConestoga Dropbox by the deadline
    a. Please give your ZIP submission the filename *lastName-firstInitial.zip* (e.g. if you are Sally Jones – then your ZIP should be named `jones-s.zip`
    b. If you are working with a partner, then include both your names in the ZIP filename (e.g. if Sally Jones is working with John Smith – then your ZIP should be named `jones-s-smith-j.zip`   Remember if you are working with a partner it **must be** someone from your own *Specialized Lab* section.

    NOTE: If working with a partner, only one partner need submit the solution

Depending on what version of ASP.NET you used to start your Assign-04 project - you may be find that as you begin to develop and debug your solution – you are receiving bizarre errors and error messages talking about *UNOBTRUSIVE VALIDATION* ... what the?!?! This would be happening as you are trying to create and use certain of the VALIDATORS in your solution.

As of ASP.NET v 4.5 (and greater) Microsoft modified the behaviours of the Validators to be more HTML5 compliant and in doing so - introduced a mode known as *UNOBTRUSIVEVALIDATION*. Here's a link discussing it and what it means:

https://www.codeguru.com/csharp/.net/net_asp/using-unobstructive-validation-in-asp.net-4.5-web-forms.htm

Okay - so how does this help you - you ask? How can I make my validator behave the same as the one in my MYFIRSTWEBAPP sample from Module-08? [remember that that project is based on .NET v2.0] ... the answer is that you need to disable the default value of `UnobtrusiveValidation`. The easiest way to do this is - in your `Page_Load()` method for each page with a vaildator on it - simply add the line:

```
  ValidationSettings.UnobtrusiveValidationMode = UnobtrusiveValidationMode.None;
```

somewhere in the method.