

Homework 8: Ajax, JSON and Responsive Design

Entertainment Event Search

Grading Guidelines

Total Points: 15

Deduction of points in each category will NOT exceed the total points of the category.

▪ **Basic Search Form (3 points in total)**

- Keyword Autocomplete – 0.5 points
- Keyword Placeholder - 0.25 points
- The drop-down list should contain all categories - 0.25 points
- Location edit box must be disabled when choosing “Current location” radio and enabled when selecting “Other” - 0.5 points
- Validation for the search inputs and the error message(s) - 0.25 points
- “Clear” button resets the search form to the initial state and clears results area. - 0.5 points
- Disable and enable the “Search” button appropriately - 0.5 points
- Obtain user location – 0.25 points

▪ **Results (2 points in total)**

- Favorites – 0.5 points
- Event clickable – 0.5 points
- Event sorted by ascending time – 0.5 points
- Details button enabled and disabled appropriately – 0.5 points

▪ **Event Details (4.5 points in total)**

- **Event tab (1 point in total)**
 - Show every row in the table in the correct format – 0.75 points
 - Display time format correctly – 0.25 points
 - Display price range format correctly – 0.25 points
 - The rest – 0.25 points
 - Show “View Seat Map” pop up correctly – 0.25 points
- **Artist/Teams tab (1.5 point in total)**
 - Display music artist table in the correct manner – 1.5 points
 - Display popularity of circle progress bar in the correct manner – 0.5 points
 - Display followers’ number in the correct manner – 0.5 points
 - Spotify link should open in a new tab correctly – 0.5 points
- **Venue tab (1 point in total)**
 - Table display information in the correct manner. – 0.5 points
 - Map initialized correctly (center, marker) – 0.5 points
- **Buttons (0.75 points in total)**

- List button – 0.25 points
 - Favorites button – 0.25 points
 - Twitter button – 0.25 points
 - Event name above tabs (0.25 points in total)
- **Favorites (2 points in total)**
 - Add from search list/detail – 0.5 points
 - Deletion from search list/favorite list/detail – 0.5 points
 - Display favorites in the correct order – 0.5 points
 - Details search – 0.5 points
- **Progress bars, No records messages, and Error messages (1 points in total)**
 - Progress bars – 0.5 points each
 - No records messages – 0.25 points each
 - Error messages – 0.25 points each
- **Animation (1 point in total)**
 - Sliding – 1 points
- **Responsive (1.5 point in total)**
 - In mobile browsers, all of the pages should be the same as screenshots provided in description document – 0.75 points
 - In mobile browsers, all search, favorites, and Twitter functions must work – 0.5 points
 - In mobile browsers, the animation must work – 0.25 points
- **Use of Angular**
 - Animation must be implemented with Angular. Otherwise, all points for animation will be deducted.
- **Use of Bootstrap**
 - The app should be implemented using Bootstrap. Implementations without Bootstrap will result in a penalty of 2 points.
- **Use of GAE**
 - Node.js script must be deployed on GAE. To allow the graders to perform this test, an additional link should be added to the list of homework, with a format similar to the following:
 - `http://xxx.appspot.com/[path]?[list_of_the_parameters_and_sample_values]`
 - This link would guide graders to a page where it displays the JSON data returned by your Node.js script running on the Google App Engine. Failing to provide a valid link will result in **a penalty of 4 points**.
 - Deploying on any other platform such as Azure/AWS will lead to major point deduction.
- **Additional Requirements**
 - Most API requests must be made in **server side**. Only ipinfo.io and Google Maps JavaScript library (display map in venue tab) can be called at client side. Any violation will result in a 4-point penalty.
 - The window should not reload for any kind of data request. All transactions are asynchronous. Any violation will result in a 2-point penalty.
 - The program must work in Chrome and Firefox on desktop, and Chrome on mobile devices