

# Tutorial Letter 103/1/2022

## Development Software IV IRM4724

### School of Computing

**IMPORTANT INFORMATION:**

This tutorial letter contains the questions for:  
Assignment 2

BAR CODE

## Instructions:

- ✚ Work through all the chapters in the prescribed book. You may also use sources outside the provided Learning Units and textbook. Please remember that you need to *cite* all external sources.
  - Should you cite external sources then follow a proper referencing system, e.g. *Harvard*. Take some time to figure it out. For instance should you use a word processor such as MS Word then use the Reference tool to assist you. Microsoft offers excellent assistance in showing you step by step how to use it (<https://support.office.com/en-us/home/>). Alternatively use software such as Mendeley ([www.mendeley.com](http://www.mendeley.com)) to assist you in the gathering of sources. Mendeley also offers various training documents and videos in the use and integration thereof with a word processor (such as MS Word).
  - DO NOT copy and paste content from external sources verbatim. It is plagiarism. Read through the different sources and documents, summarise it and then IN YOUR WORDS reflect on it. Refer to UNISA's rules and regulations in regards to plagiarism. [We have software, called *turnitin* that we use to determine whether content in a document is plagiarised.]
- ✚ Create a document in any word processor. Save it as *yourstudentnumber\_a3.xxx*. When you are done, generate a PDF version thereof. You will upload the PDF version of the document on myUNISA.
- ✚ Use a font that is easy to read, e.g. Arial or Times New Roman. Font size = 12. Paragraph Line Spacing = 1.5. Paragraph Full Justified.
- ✚ Your student number must appear on each of the pages (top left).
- ✚ Number each page (bottom right)
- ✚ Number your questions clearly.
- ✚ Include the list of external reference sources after the last question.

**Total marks****100 MARKS****Question 1**

Write a code that will produce the following Display

[ 20 marks]

Apple iOS	iPad	iPhone	iPod touch	
Google Android	Nexus 7	Samsung Galaxy Notes 8	Samsung Galaxy Notes 4	HP Slate 7
Blackberry OS	Blackberry Z10	Blackberry Q10		
Microsoft Windows Phone OS/RT	Nokia	Samsung ATIV	Surface	

**Question 2**

Create a web page that looks like the following display:

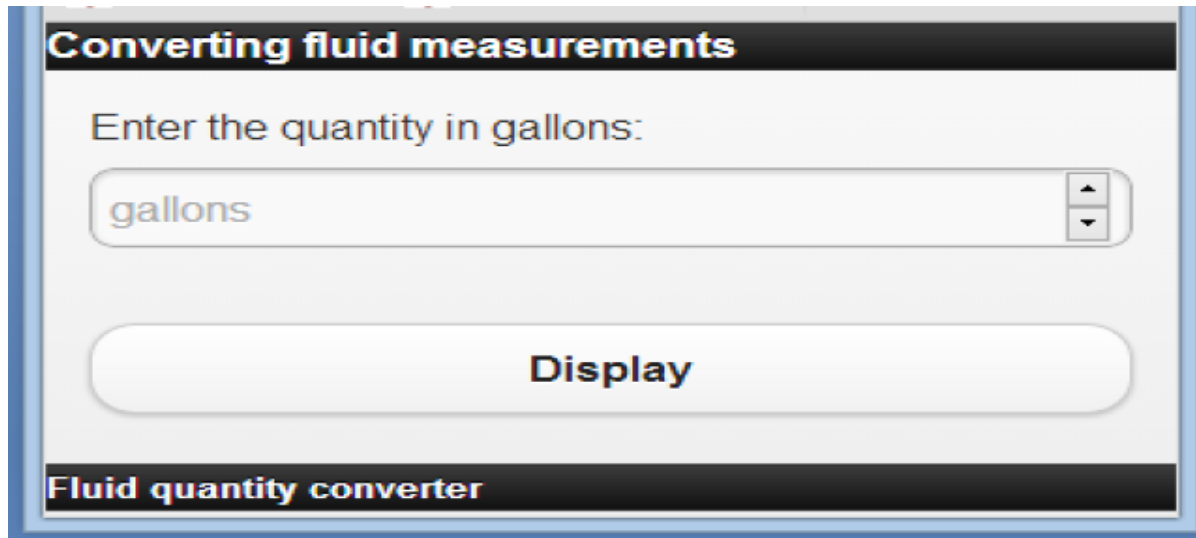
[20 marks]

<h1>First HTML5 document</h1> <h2>Available on the web</h2> <p>I am reading this book to learn how to develop websites that can be accessed from any device and can serve as cross-platform apps.</p> <p>The devices I will test will be running the following operating systems:</p> <p>Apple iOS  Google Android  Blackberry OS  Microsoft Windows Phone OS</p>
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**Question 3**

Write HTML5 code that will create the following display (using jQuery Mobile)

[20 marks]

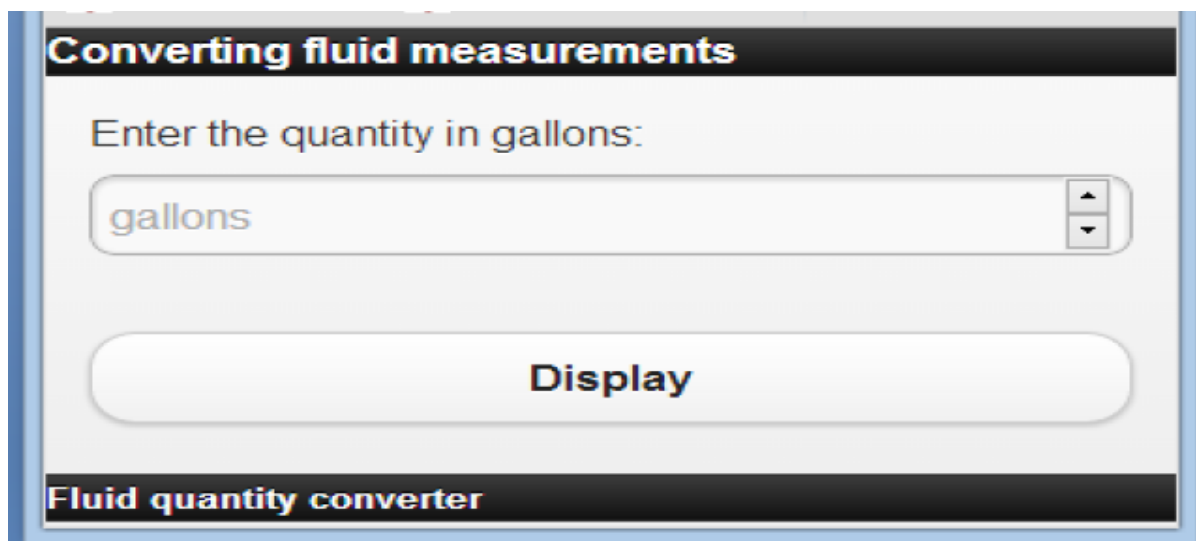


The screenshot shows a jQuery Mobile application window titled "Converting fluid measurements" at the top. Below the title is a text input field with the placeholder text "gallons". Above the input field is the label "Enter the quantity in gallons:". Below the input field is a large, rounded rectangular button labeled "Display". At the bottom of the window is a footer bar with the text "Fluid quantity converter".

**Question 4**

Now Take your app from Question 3 and add a JavaScript function to the Display button to display the quantity entered

[20 Marks]



This screenshot is identical to the one in Question 3, showing the "Converting fluid measurements" interface with the input field, "Display" button, and footer.

**Question 5**

5.1 Draw the following figure of a cylinder on a canvas [20 marks]

