

COM S/SE 319 : Construction of User Interfaces

Fall 2019

HW 3

[Total Points: 50]

Assignment Due: Sunday, October 20, 2019, 11:59 PM

[N.B.:5% penalty per day up to a maximum of 7 days from **October 20, 2019**]

*This assignment is focused on **node.js** and **Event Handling**. You need to implement the solution using javascript and nodejs.*

Task 1: Event Handling (20 points)

Write Javascript and HTML code (named **snake.html** and **snake.js**) to implement the functionality shown in 'Task1Output.mp4' included in the zip file. Some example code is given in **task1/ExampleCodesGeneral** as well.

Note:

1. The line you create can go over any upcoming paths. [4 points]
2. The line will bend left when the left button is clicked. [4 points]
3. The line will bend right when the right button is clicked. [4 points]
4. The line should stop in following conditions: [8 points]
 - a. The snake touches the edges of the rectangle [2 points].
 - b. The snake's head touches its body [2 points].
 - c. User clicks on the "stop" button [4 points].
 - When the user clicks on the "stop" button, the button text should change to "start", which allows the snake to continue move if there are no boundaries as those given in 4a and 4b.

Hints:

1. Use HTML5 Canvas (see http://www.w3schools.com/graphics/canvas_intro.asp)
2. Make sure to use a timer (see example below and in task1/ExampleTimer/timer.html) to update the canvas (so that the snake keeps moving). A Timer has two main functionalities that can be used in the project.
 - a. The *setInterval(function, delay)* schedules the "code" after every "delay" microseconds.
 - b. The *clearInterval* removes the timer

Here is an example of timer code. This will countdown from 100 until you press stop!

```

<html>
<body>

<h1><p id="header">COUNTDOWN IN SECONDS</p>
<p id="here"></p> </h1>
<input type="button" onclick="clearInterval(timer)" value="STOP COUNTDOWN"
">

<script>
  var i = 100;
  var timer = setInterval(function() {
    document.getElementById("here").innerHTML = i--;
  }, 1000)
</script>

</body>
</html>

```

Task 2: (25 points)

Objective

Learn to use node.js programming.

NOTE 1: Play with the given “**example.js**” in **task2 sub-folder**. Open using a text editor of your choice and modify to learn how the different instructions work.

Task

Note: It will be a console based application.

Your assignment is to **create a program in *node.js* named “hw3.js” that can do the following operations**. You can start with the given warm-up example “*example.js*” and follow lab activity 3. You need to install '**readline-sync**' like [here](#).

1. **Take four integer numbers as input** from the console using 'readline-sync' like given example code. So, the user should be given a prompt for entering all 4 numbers one by one then need to press enter for getting the output. **(5 points)**
2. **Calculate the factorial of the first number**. In the console, the factorial of that first given number should be shown as an output. **(5 points)**
3. **Calculate the sum of all the digits of the second number**. For example, if we have the number 1234, the program will calculate 1+2+3+4 which is equal to 10. **(5 points)**
4. **For the third number given as an input, show the reversed number as an output**. For instance, if we give 12345 as input, it will show 54321 as output **(5 points)**
5. **For the fourth number given as an input, check whether that number is a Palindrome or not** and show the output as **True** in case it is a palindrome and **False** if it is not a palindrome. For

example, if we give “12345” as an input it will return false but if we give 12321 as input, it will return true. **(5 points)**

Sample Input and Output:

```
[Hungs-MacBook-Pro-3:task2 hungphan$ node example.js
1st Number: 5
2nd Number: 1234
3rd Number: 1234567
4th Number: 12321
Factorial of the 1st number is = 120
The sum of all digits of the 2nd number is = 10
The reverse of the 3rd number is = 7654321
Is the 4th number a palindrome (True/False)? = True
```

What to submit

Make sure your solutions work on Chrome as TAs will use it to grade the assignment.

Submit via Canvas a **compressed file (.zip)** containing the following:

- **hw3.js**, for Task 2 and **snake.html** , **snake.js** for Task 1.[Task 1+Task 2 = 20+25 = 45 Points]
- Zipping all files to single folder **{your NetID}_HW3.zip**.
- README file explaining how to compile and run your program & a Report (.docx or .pdf) describing your solution approach and screenshots of every required output. [5 points].