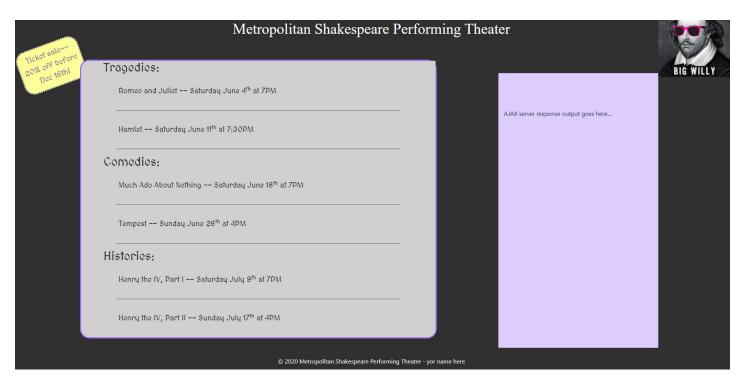
PART A:

Modify Homework #6 so that the AJAX server information comes from a Web API project, similar to that which we created in class as a demonstration. The code you implemented for Homework 6 is to remain as originally described, namely:



Please specifically note:



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"image" is actually a div that has been rotated via a CSS transform. this div is fixed positionally on the page, which means it stays in place scrolls.

- The image in the right top corner is an animated gif. You have been supplied with this image
- Each play title is highlighted in a purplish color when the user mouses over it.
- Each play title is a slide toggle providing an explanation of the play when the user clicks on the play title. This slide toggle is accomplished using jQuery.toggle. All such toggling MUST be done in an external JavaScript file.

For example, when the user clicks on the play title Much Ado About Nothing

Much Ado About Nothing -- Saturday June 18th at 7PM Tempest -- Sunday June 28th at 4PM Histories

The following occurs:

Comedies:

Much Ado About Nothing -- Saturday June 18th at 7PM

In Messina, as Don Pedro, the Prince of Arragon, and his officers return from a recently concluded war, a message comes to Leonato that the prince intends to visit his house for a month. The Duke's party arrives with Count Claudio, who had before the war been attracted by Leonato's only daughter, Hero. Another of the visitors is Benedick, a bachelor, who enjoys speaking his mind in witty argument with Hero'scousin and companion, the Lady Beatrice.

Leonato holds a masked ball to celebrate the end of the war and the engagement of Claudio to Hero is arranged while the Duke's brother, Don John, resenting the celebrations, seeks a way to spoil the general happiness. Don John plots with the soldiers, Borachio and Conrade, to deceive Claudio into believing Hero is false to him. As a result a trick is carried out with the unwitting assistance of Hero's maid, Margaret, who talks from Hero's bedroom window with Borachio at night while Claudio and the Duke watch secretly from a distance, under the delusion that the girl at the window is Hero.

Hero and Don Pedro meanwhile are convinced that Benedick and Beatrice are ideal partners and by means of overheard conversations the two realise they do indeed love one another.

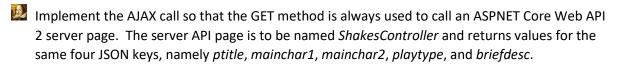
At the wedding Claudio denounces Hero and leaves her apparently dead from shock, while her father, Beatrice and Benedick, amazed at the situation, decide that with the aid of the priest. Hero's recovery should be concealed until her name can be cleared. Help is at hand as the village constable, Dogberry, and his assistants have arrested Borachio and Conrade after overhearing them boasting of their deception of Claudio and the Duke.

The play comes to a joyful conclusion when Dogberry's information is, eventually, after some difficulty, given to Leonato and Don Pedro. Claudio agrees to accept Leonato's 'niece' whom he has never met, in place of Hero, whom he believes has been killed by his slander. The 'niece' turns out to be Hero, and as the lovers are reunited Benedick and Beatrice announce that they will share the wedding day. Don John has been captured while trying to escape and is left for future trial while the play ends with a merry dance.

Tempest -- Sunday June 26th at 4PM

When the user clicks on the toggle expanded text, the text slides back up (out-of-sight)

Here are the additions for this assignment:



The server Web API application is to define play object instances of the *ShakesPlay* class. Here is how you are to define the ShakesPlay class: ShakesPlay.cs:

```
namespace Homework8.Models
{
   public class ShakesPlay
   {
      public string ptitle { get; set; } = "";
      public string mainchar1 { get; set; } = "";
      public string mainchar2 { get; set; } = "";
      public string playtpe { get; set; } = "";
      public string briefdesc { get; set; } = "";
    }
}
```

In the ShakesController.cs file, you are to define a **global** array **List** such as:

```
List<ShakesPlay> plays = new List<ShakesPlay>();
```

Next, you will create a constructor for the ShakesController that will initialize the plays List. This is the information with which you will create each entry in the plays List.

```
plays[0]:

ptitle => The Tempest

mainchar1 => Prospero

mainchar2 => Ariel

playtype => Comedy

briefdesc => The Tempest is a play about magic, betrayal, love and forgiveness.

It is set on an island somewhere near Italy where Prospero, the one-time Duke of

Milan, and his beautiful daughter, Miranda, live with a sprite called Ariel and
a strange wildman called Caliban.
```

```
plays[1]:
  ptitle => Romeo and Juliet
  mainchar1 => Romeo
  mainchar2 => Juliet
  playtype => Tragedy
  briefdesc => Romeo and Juliet is about two young star-crossed lovers whose deaths
  ultimately reconcile their feuding families.

plays[2]:
  ptitle => Hamlet
  mainchar1 => Hamlet
```

```
mainchar2 => Claudius playtype => Tragedy
```

briefdesc => Set in Denmark, the play depicts Prince Hamlet and his revenge against his uncle, Claudius, who has murdered Hamlet's father in order to seize his throne and marry Hamlet's mother.

plays[3]:

ptitle => Julius Caesar
mainchar1 => Caesar
mainchar2 => Brutus
playtype => Tragedy

briefdesc => Set in Rome in 44 BC, the play depicts the moral dilemma of Brutus as he joins a conspiracy led by Cassius to murder Julius Caesar to prevent him from becoming dictator of Rome.

Then you are to modify the "GET" singular method within ShakesController.cs so that it returns the information corresponding to the play number that has been passed from your HTML JS AJAX code to this method. This is the method you are going to replace as we did in class with our similar example:

```
// GET: api/Shakes/5
   [HttpGet("{id}", Name = "Get")]
   public string Get(int id)
   {
      return "value";
}
```

The actual AJAX call (call to the AJAX JS function that implements the fetch request is to occur on a JavaScript interval basis, every 4000 ms, beginning when the *index.html* pages **loads**. Also, val needs to recycle to one (1) again, every time, after processing takes place for val=4.