



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

INF 164 Individual Assignment 2

Due: 27th October 2023 @ 10:00AM

IMPORTANT NOTES:

- This is an **individual** assignment, meaning you should work on it on your own.
- Assignments are based on assessment objectives. If an objective has been achieved, a mark will be allocated.
- **All assignments are submitted via ClickUP. See the Assignments section.**
- Ensure that you ZIP your assignment correctly. ZIP your entire project folder.
- You may use any of the previous source code shared during the lectures to assist in completing this Assignment. See the code on ClickUP under Course Content.
- If you are caught plagiarising, we will give you zero percent (0%), and you will be reported for plagiarism immediately. We will audit historical assignments throughout the semester. **We trust that you understand the importance of this point.**
- This assignment will test you on the content taught during the theory and practical classes.

SUBMISSION INSTRUCTIONS:

- **Source Code:** Zip your source code files together, and name the project folder **uXXXXXXXXX_Assignment2.zip after it has been zipped**, where the XXXXXXXX is your student number, e.g. u12345678_Assignment2.zip.
- If files are uploaded to the wrong upload area or incorrectly (i.e. there are missing files in the project folder), we will not look for the upload and will not accept any other form of uploading. Uploads should be submitted correctly.
- We will not accept email uploads/submissions – and if no files are uploaded, you lose **100%**. Please take this seriously and plan accordingly to submit it on time.

SUBMISSION DEADLINE: 27th October 2023 @ 10:00AM

- There shall be no extensions to the deadline above.
- If homework submissions are uploaded too late, then upload errors **will** happen.
- Do not wait until the last minute to complete the Assignment.
- Start working on the Assignment as soon as possible.
- **We Repeat:** Email submissions **will not** be accepted.
- Late submissions **will not** be accepted.
- **No exceptions will be made for anyone.**

Assignment Content:

- The contents of this assignment include the work and concepts covered in the last half of semester 2, INF 164. Use your C# knowledge regarding code logic and core principles to assist with this assignment.
- **This Assignment will cover the basic of web programming:**
 - HTML
 - CSS
 - JavaScript

USE CASE:

The assignment requires that you make a portfolio website for yourself to help demo your skills with web development and tell a potential employer about yourself. The assignment can be done about a fictional character or about yourself.

Remember to pay close attention to the rubric (**Shown on the last page**), as this will guide your development. Below are some screenshots showing how your user interface of your website should be designed.

All aspects of web programming will be tested. HTML for the template structure and meta, CSS for the appearance and JavaScript to manipulate the DOM.

The portfolio website needs **THREE** separate HTML pages:

- Index (Home)
- About
- Contact

Each page needs its respective **title tag** in the head of the html & a **favicon**, shown below in a browser tab. Note that this may look different depending on the browser.



Browser tab showing **favicon** (left) & **title** (right)

Below are all the screenshots and required screen elements, to be used as a guideline.

All pages:

Screen elements:

MY PORTFOLIO WEBSITE

Home About Me Contact Me

- Navigation bar
 - Title
 - Links to all pages
 - When on the selected page, the link text needs to be bolded and font size slightly increased. This can be seen in the various screenshots.

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- Footer
 - Text

Home page:

The screenshot shows the home page of a portfolio website. At the top is a navigation bar with the title "MY PORTFOLIO WEBSITE" and links for "Home", "About Me", and "Contact Me". Below the navigation bar is a large green and orange gradient background. In the center, there is a circular image of Shrek. A tooltip "Hover of me!" appears when hovering over the image. To the right of the image, the name "SHREK" is displayed in large letters, followed by his contact information: Name: Shrek, Age: Unknown, Address: Swamp, Phone: 123456789, Email: shrek@swamp.com. Below this is a table showing Shrek's education and skills. The table has two columns: "Education" and "Year" (for education), and "Skills" and "Description" (for skills). The education section lists Swamp School (2020) and Swamp University (2023). The skills section lists C# Windows Forms (2023), Javascript, CSS & HTML (2024), and Angular & Ionic (2025). At the bottom of the page is a footer with the text "CopyRight © 2023 by Shrek".

Navigation bar (Header)

Image displayed on hover.

Hover of me!

SHREK

Name: Shrek
Age: Unknown
Address: Swamp
Phone: 123456789
Email: shrek@swamp.com

Education	Year
Swamp School	2020
Swamp University	2023
Swamp University (Honours)	2025

Skills	Description
C# Windows Forms	2023
Javascript, CSS & HTML	2024
Angular & Ionic	2025

Footer

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Screen elements:

- Profile photo
 - Needs to change to a different image when the mouse is over it, then change back when it leaves.
- Name
- Short bio (e.g. age, address, etc.)
- Table:
 - Education
 - Skills
 - Or similar
- Remember to refer to rubric.

About page:

The screenshot shows a portfolio website with a green gradient background. At the top, a grey header bar contains the text "MY PORTFOLIO WEBSITE" and three navigation links: "Home", "About Me", and "Contact Me". Below the header, a large green section features the heading "READ MORE ABOUT ME BELOW:". It includes a paragraph about Shrek, a section titled "Some Fun Facts About Me:" with an unordered list, and a section titled "My Morning Routine:" with an ordered list. To the left of the "Some Fun Facts About Me:" list, an arrow points to the list with the label "Unordered list". To the left of the "My Morning Routine:" list, another arrow points to it with the label "Ordered list". In the bottom right corner of the green section, there is a callout box with the title "Check My Counter Showing My Javascript Skills Below:". Inside this box, there is a counter box with the number "0". Below the counter box, there are two buttons: "LOWER COUNT" and "HIGHER COUNT". To the left of the counter box, there is a callout box with the title "Counter red when negative" and a smaller one with the number "-4". To the right of the counter box, there is a callout box with the title "Counter white when positive" and a larger one with the number "10".

Screen elements:

- Headings
- Ordered list
- Unordered list
- Counter box
- Title

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- Number ✓
- Two buttons, one to increment and the other decrement. ✓
- Colours of the number need to change depending on whether there is a positive or negative value as shown in the above screenshot. ✓
- Remember to refer to rubric.

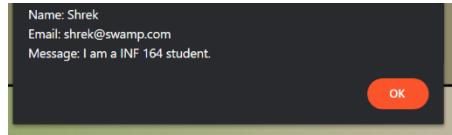
Contact page:

The image shows two side-by-side screenshots of a contact form from a website titled "MY PORTFOLIO WEBSITE". Both screenshots have a header with "Home", "About Me", and "Contact Me" links. The left screenshot shows an empty contact form with fields for "Name", "Email", and "Message". The right screenshot shows the same form after a submission, with the fields populated: "Name" is "Shrek", "Email" is "shrek@swamp.com", and "Message" is "I am a INF 164 student".

Screen elements:

- **Form**
 - **Title**
 - **Name input**
 - **Email input**
 - **Message text area**
 - **Submit button**
 - **Disabled** when Name & Email are blank. (Shown as greyed out above)
 - **On submission of form:**
 - **Log values to the console.**
 - **Show alert to user containing the values filled out in the form. (As shown above)**
- Remember to refer to rubric.

Alert, note may look different depending on the



Console log output to the browser

```
Name: Shrek  
Email: shrek@swamp.com  
Message: I am a INF 164 student.
```

Notes:

- You can **design your UI any way you want, so long it has all the screen elements shown in the screenshots and satisfies all requirements set in the rubric.** Example: Background colour can change, font styles, location of certain elements.
- Screen elements such as the navigation bar and footer are required.
- Do not be limited to just your resource material (class notes). There are plenty of websites that can assist you with understanding the concepts needed to complete this assignment.
- Reach out to the assistant lecturers if you need any assistance/clarification (book a consultation or email us). **Do not leave this till the last minute...**
- **Again,** refer to your rubric to understand how the marking will be done and which sections to pay more attention to and where to score marks.
- **Again,** the assignment can be done about a fictional character or about yourself. For example, Shrek...

Marking RUBRIC	
Outcome	Mark
General	/ 13
Index, about & contact html pages	3 / 3
Styles.css & script.js file	2 / 2
Favicon & title tags	2 / 2
Navigation bar with links to all 3 pages, all redirects work	3 / 3
Navigation links change size and weight (bold) on selected page	1 / 1
Footer with some text & border on top	1 / 1
Heading 1: tags are uppercased (All Caps) & Heading 2: tags are capitalised (Proper Case)	? / 1
Home Page	/ 12
Circle profile image with a border	2 / 2
Profile image changes on hover & back to its previous state when mouse leaves	3 / 3
Table showing education & skills along with any other relevant information	4 / 4
Shrek title tag & bio with an email link	2 / 2
Profile image appears next to the title and bio (in the same "row")	1 / 1
About Page	/ 10
Title & description about yourself	2 / 2
Ordered list & Unordered list	2 / 2
Counter increments and decrements with each respective button click AND colour of the number changes depending on positive or negative value	5 / 6
Contact Page	/ 10
Form with all required elements & placeholders in each input / text area	4 / 4
Default disabled submit button, until name and email are entered	2 / 2
Alert working with correct values from the form	2 / 2
Console log working with correct values from the form	2 / 2
Total	/ 45