











DEADLINE: week 28 March - 3 April

 Lab 1 - HTML	
 Lab 2 - CSS simple	
 Lab 3 - CSS layouts	
 Lab 4 - XML, XSLT, Bootstrap	
 Lab 5 - Javascript	
 Lab 6 - JQuery	
 Lab 7 - Php, Ajax, JSON	
 Lab 8 - Angular, Php	
 Lab 9 - JSP, Java Servlets	
 Lab 10 - ASP.NET	

Documentation

Documentation can be found at:
1) <http://www.cs.ubbcluj.ro/~forest/HtmlFolder/PW/javascript.doc>
2) http://www.w3schools.com/js/js_obj_htmlDOM.asp
3) <http://www.cs.ubbcluj.ro/~forest/wp>

Problems

Write a javascript which will be used in an html document that contains a tabel with 3 columns and several lines. When the user clicks the table header the script will sort in ascending order the elements from the current column. If the user clicks again on the column header, the elements will be sorted in descending order.

All Problems from this lab - if you want to practice

Write a javascript which allows moving a tag within the html document through drag and drop operations.

Write a javascript which displays a 3X3 matrix representing the parts of a puzzle (a big image). The user must be able to interchange the cells of the matrix (i.e., the images from the matrix's cells) so that he solves the puzzle. When the user solves the puzzle (constructs correctly the big image) the message "Well done!" will be displayed.

Write a javascript which removes all the <a> tags from a document if their href attribute begins with "http://www.scs.ubbcluj.ro".

Write a JavaScript which displays several thumbnail images (reduced images). When the user moves the mouse over a thumbnail image, the original (bigger version) of this image will appear beneath. If the user moves the mouse over a different thumbnail, the big image will change respectively.

Write an HTML page that contains a table having four lines and four columns. The table's cells contain distinct random numbers from 1 to 15 (one of the cells being empty). Using JavaScript create a puzzle game that the user must solve. You will create a second version of the game, where numbers are replaced by small images, initially part of a bigger image. For slicing the original image in smaller pieces you may use picture editing software such as Photoshop or Gimp.

Write a HTML page which contains two lists (each with more then one line - use <select> tag). Double click event on an element from the first list will move this element into the second one, and reverse.

Using JavaScript, the HTML input tag having the text type and a select tag (combo box), create an editable combo box.

Write a HTML page which displays a list of images. The images will be displayed one after another like a slideshow. The user will have the following possibility:
- to press a play/pause button;
- to select a checkbox which will replay the slideshow after displaying the last picture;
- to select a numeric value from a combo box which indicates the images changing time.

Write an HTML page that contains two combo boxes. The first combo box contains a list of Romanian counties. The second combo box contains a list of cities within the county selected in the first combo box. Whenever the value in the fist combo box is changing, the second combo box will be update accordingly.

Write a JavaScript which will be used in an HTML document that contains a table having at least 3 columns and several lines. When the user clicks the table header the script will sort in ascending order the elements from the current column. If the user clicks again on the column header, the elements will be sorted in descending order.

Write a javascript which sorts in ascending order an array of numbers which are introduced by the user in a "textarea" or "input type=text" tag. The sorted array (which can have any length) will be displayed in a <table> with 5 columns and n/5 lines where n is the length of the array.

Write an html document which contains 2 buttons and at least 10 links and a javascript so that when the user clicks the first button the page's background will change (there are 5 background images which are rotated, one at a time) and when the user clicks the second button the shape and color of all the links from the document will change.

Write a javascript which implements a drop-down menu with 5 principal submenus and between 3 and 5 components for each submenu.

Write a javascript which implements a vertical menu with 5 principal submenus and between 3 and 5 components for each submenu.

Write a javascript which will be used in an html document that contains a table with 3 columns and several lines. When the user clicks the table header the script will sort in ascending order the elements from the current column. If the user clicks again on the column header, the elements will be sorted in descending order.

Write a javascript which allows the user to play an X-0 game on a 3 lines, 3 columns board (table). The other player will be the computer (i.e., the web application).

Write a javascript which displays several thumbnail images (reduced images) and when the user moves the mouse over a thumbnail image, the original (bigger version) of this image will appear beneath. If the user moves the mouse over a different thumbnail, the big image will change respectively.