

CP1295
Advanced JavaScript
Project Part A v1 – 10%



CP1295 Assignment 02v1

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A. Brief Description

The specifications for Project Part A - are based on updates to specifications of Assignment 01 and 02.

CNA Rail System is upgrading its software requirements.

Expansion requirements the ability to use more than one box car on a train.

Rules continue from Assignment 01 and Assignment 02.

This version of the project will consist of one web page.

DIV sections will be used to simulate a multi page system. By Hiding and Showing DIV sections, you will be able to use one CSS, one JS and one HTML file.

It is recommended that you consider using arrays of objects to simplify the intermediate data storage requirements and its manipulation.

To simplify the Display components of the project, it is permitted to code Table Headers and Footers into the applicable DIV sections. The Body section will still require use of JS. Pre-coding of Body sections of table into HTML will be considered as Out-Of-Scope for this assignment.

B. Menu = divA

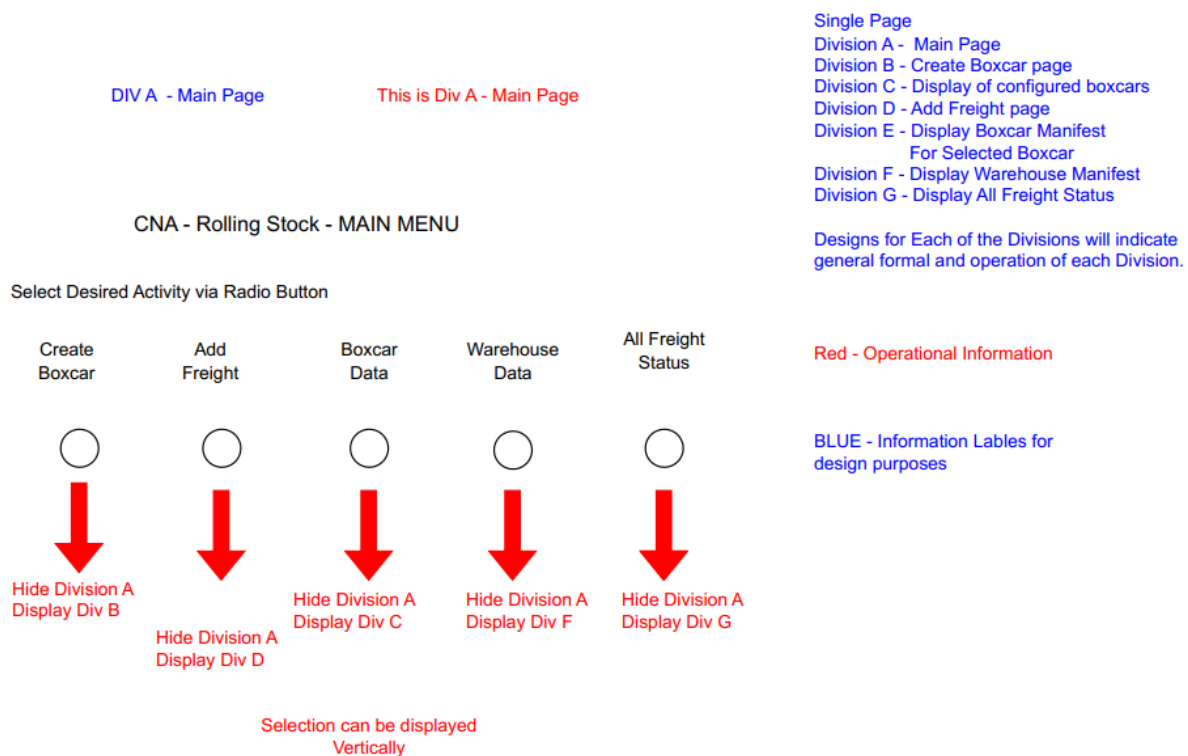
There are 7 DIV sections. Each will be considered to be a pseudo Page.

One 1 HTML PAGE.

The 7 DIV elements will be used in combinations to simulate various pages as required.

The 'blue' text is informational and will not be displayed on the web page.

The 'red' text indicate activity requirements of various components.



This is the Main Menu page. It will be contained within `<div id=divA> </div>`

Using these tags, components can "hide" or "show" based on requirements.

The Main menu is a Radio Button Page.

Initially NO buttons are selected.

Upon return to this page ensure that NO buttons are selected.

Ex. If "Add freight is Selected"

(1) The main menu 'DivA' will be hidded and 'DivB' will appear. Before you return back to main menu, be sure to deselect All radio buttons.

C. Create Boxcar- divB

The project requirements are being displayed as a list of requirements with sample output sketches.

The project will require the use of more than one boxcar. There are no default boxcars. Each will require configuration. The sample data testing will use only three box cars, but the next phase may require more.

The three initial data entry requirements

(1) Box car ID will require a BX followed by three digits. This pattern will be one of the error testing requirements. Usage of 'span' messaging is encouraged. POP-Ups such as ALERTS are not permitted.

(2) Definitions of correct railway terminology is introduced. I.E. TARE weight means Empty boxcar weight. Read the 'Red' and 'Blue' information notes to ensure that the definitions are understood.

DIV B - Create Box Car

This is Div B - Create Box Car

CNA - Rolling Stock - Create New Boxcar

	Boxcar ID:	<input type="text"/>	All Boxcars start with BX followed by three digits
Empty Boxcar Weight	TAREWeight:	<input type="text"/>	Must be in range 0 to 20000
Max Weight of Empty Boxcar plus Weight of Full Cargo Load	Max Gross Weight:	<input type="text"/>	Must be greater than TARE AND Must be in range 0 to 200000
Weight of loaded Cargo	Cargo Weight:	<input type="text"/>	Set to Default 0
Empty Weight of Boxcar plus Weight of loaded Cargo	Gross Weight:	<input type="text"/>	Use Tare + Cargo Weight

Process Box Car

↓

Operational Requirements

(1) a. Configure reset for the three input fields
b., Set Cargo weight to 0 and recalculate Gross Weight according to formula indicated

(2) If there are no input errors
a. add the box car to the list of configured BoxCars

(3) Display a list of all configured boxcars.

Reset Form

↓

Reset the First Three Fields to Blanks

Return to Main Page

↓

(1) Reset the form
(2) Hide Div B
(3) Display Div A

Add the Box Car to the table of Defined Box Cars

Single Page

Division A - Main Page
 Division B - Create Boxcar page
 Division C - Display of configured boxcars
 Division D - Add Freight page
 Division E - Display Boxcar Manifest
 For Selected Boxcar
 Division F - Display Warehouse Manifest
 Division G - Display All Freight Status

Designs for Each of the Divisions will indicate general format and operation of each Division.

Red - Operational Information

BLUE - Information Labels for design purposes

(Item #3) Display divC. DivC is displayed on the screen at the same time as DivB as required.

Each of the three buttons will have specific task requirements. Three buttons, each will have its own list of requirements to be met and followed.

If you discover any inconsistencies, send an e-mail or bring it up in class so that it can be addressed early.

D. Display of Configured Boxcars- divC

DivC is displayed on the screen at the same time as DivB as required. No other Div sections are displayed at this time.

This is Div C - Display All Box Car Data

Display All Box Cars

Use of TABLE required
Can pre-format the header and footer in HTML

CNA - Rolling Stock Report

Box Car ID	TARE	Max Gross	Cargo	Gross

Total Cargo Weight: 999

Add up the weight of current cargo from all box cars

Return to Create Box Car

Return to Main Page

(1) Reset the form in Div B
(2) Hide Div C

(1) Reset the form in Div B
(2) Hide Div B, Div C
(3) Display Div A

Single Page
Division A - Main Page
Division B - Create Boxcar page
Division C - Display of configured boxcars
Division D - Add Freight page
Division E - Display Boxcar Manifest For Selected Boxcar
Division F - Display Warehouse Manifest
Division G - Display All Freight Status

Designs for Each of the Divisions will indicate general format and operation of each Division.

This is the rolling stock display.

All configured boxcars will be displayed on this form.

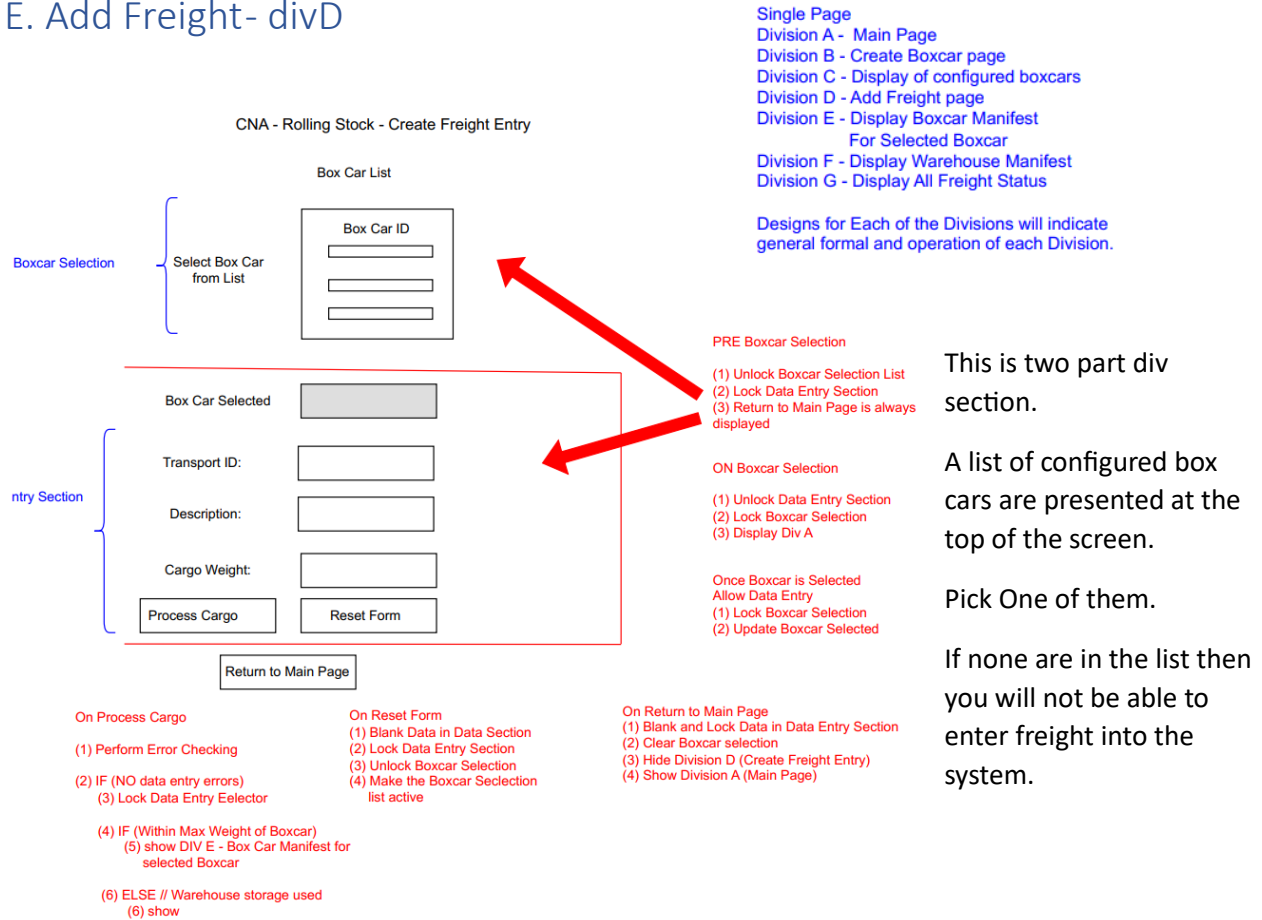
A total Cargo weight is required as a foot display item.

Two button choices. Ensure basic display housekeeping. Turn off current <div>s and Turn on Destination <div>. Reset form requires blanking all input data so when this <div> is required again, it will appear as it was the first time called.

All of the <div> forms are based on this button logic.

*** Note: The display shown is not accurately displayed. Each row has 5 columns. There are 5 <td> elements in each row.

E. Add Freight- divD



Once you have selected a box car from the list you can enter a Freight entry for the selected box car.

It will require the usual validation process. If the additional weight of the entry will put the boxcar over its maximum allowable weight, then it will be added to the warehouse manifest otherwise it will be added to the boxcar manifest. Ensure numeric error tests (> 0) are applied where applicable.

If the freight was added to the box car, then the display will show DivD and DivE. (The box car manifest) otherwise it will show DivD and DivF(Warehouse manifest).

Each of the possible outcomes are described in the diagram.

*** Note: If freight cannot be added to Box car due to box car overweight issues and requires that freight must be placed into warehouse. Display a message in the span (or equivalent) "Cargo Diverted to Warehouse-weight exceeded" of transport_id.

F. Display Box Car Manifest – divE

This <divE> will appear with <divD> in the sequence <divD> followed by <divE>. All <div> elements will appear on the screen in alphabetical order when two or more appear together.

This is Div E - Display Boxcar manifest for selected boxcar

Use of TABLE required
Can pre-format the header and footer in HTML

CNA - BOX CAR BZ??? Manifest

Transport ID	Description	Weight
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
Total Cargo Weight:		<input type="text"/>

Return to Create Freight Entry

Return to Main Page

ON Return to Create Freight Entry

- (1) hide Division E
- (2) Blank and Lock Data Entry Section
- (3) Clear Selected Box Car List

On Return to Main Page

- (1) Hide Division E
- (2) Blank and Lock Data in Data Entry Section
- (3) Clear Boxcar selection
- (4) Hide Division D (Create Freight Entry)
- (5) Show Division A (Main Page)

Single Page

- Division A - Main Page
- Division B - Create Boxcar page
- Division C - Display of configured boxcars
- Division D - Add Freight page
- Division E - Display Boxcar Manifest For Selected Boxcar
- Division F - Display Warehouse Manifest
- Division G - Display All Freight Status

Designs for Each of the Divisions will indicate general format and operation of each Division.

This will display the box car manifest that just received new freight.

You can verify that your new freight item is now appearing on the manifest of this boxcar.

There are two possible button options on how to proceed.

(1) Return to Create Freight Entry and continue to add more freight (to any boxcar).

(1) Return to Main Page.

Each option will require some DIV housekeeping such as resetting form values to blank, and closing the appropriate <DIV> elements and may requiring opening another one.

G. Display Warehouse Manifest – divF

This <divF> will appear with <divD> in the sequence <divD> followed by <divF>. All <div> elements will appear on the screen in alphabetical order when two or more appear together.

Single Page
 Division A - Main Page
 Division B - Create Boxcar page
 Division C - Display of configured boxcars
 Division D - Add Freight page
 Division E - Display Boxcar Manifest
 For Selected Boxcar
 Division F - Display Warehouse Manifest
 Division G - Display All Freight Status

 Designs for Each of the Divisions will indicate
 general formal and operation of each Division.

For this part of the project, there
 is only ONE station. "AAAA"

CNA - Warehouse Manifest - Station AAAA

on Return to Main Page
 (1) Hide Division F
 (1) Show Division A

Use of TABLE required
 Can pre-format the header and
 footer in HTML

On Access to Division F

Display all of the Freight Items
 that are in the warehouse.

Transport ID	Description	Weight
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
Total Cargo Weight:		<input type="text"/>

Return to Main Page

This is similar to the boxcar manifest. All of these Freight items were placed in the warehouse and therefore have become part of the warehouse manifest.

There is only one button (Return to Main Page).

*** UPDATE:

Add a Second Button to return to <divD> "Add Freight" to allow option to add more freight.

In doing this be sure to (1) close this Div "D" section and (2) clear out data section in Div D and (3) clear selected boxcar item.

H. Display All Freight – divG

This is the simplest of the forms.

This is called only from <divA> Main menu directly.

This is Div G - Complete Freight Status

CNA - Complete Freight Status

Transport ID	Description	Weight	Status
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Use of TABLE required
Can pre-format the header and
footer in HTML

Return to Main Page

on Return to Main Page
(1) Hide Division G
(1) Show Division A

Single Page
Division A - Main Page
Division B - Create Boxcar page
Division C - Display of configured boxcars
Division D - Add Freight page
Division E - Display Boxcar Manifest
For Selected Boxcar
Division F - Display Warehouse Manifest
Division G - Display All Freight Status

Designs for Each of the Divisions will indicate
general format and operation of each Division.

All freight items are displayed. (In Boxcars and Warehouse).

The Status indicates the Boxcar ID or Warehouse depending on where the Freight item was placed.

The return to Main Page button will simply hide divG and show divA.

This concluded all of the possible Div combinations.

I. Benchmark Data Test Plan

The Test Plan involves two phases. First Phase – Box Car Addition. Second Phase – Freight Addition.

1. Create 3 Box Cars

a. With Error data (Code BX1 - Page 3 Screen shot showing error display)

BX1	Create Boxcar	BA500	15,000	105,000	Fail Data Err Check
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b. With Error data (Code BX2 - Page 4 Screen shot showing error display)

BX2	Create Boxcar	BX5000	12,000	90,000	Fail Data Err Check
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c. With Valid Data

BX3	Create Boxcar	BX500	15,000	105,000	Add to Boxcar List
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d. With Valid Data

BX4	Create Boxcar	BX505	12,000	90,000	Add to Boxcar List
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e. With Valid Data. (Last Box Car to be added). Code is BX5. Page 5 Screen shot required showing the Entry Data and the Display of all Boxcars Created.

BX5	Create Boxcar	BX520	10,000	80,000	Add to Boxcar List
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BOXCAR Display after BX520 added

Boxcar ID	Tare	Max Gross	Cargo	Gross
BX500	15,000	105,000	0	15,000
BX505	12,000	90,000	0	12,000
BX520	10,000	80,000	0	10,000

Addition of Freight. FTR – Freight Transaction

Create the following Freight transactions. Take screenshots where indicated.

There are 9 required Freight Transactions labeled in sequence FTR 1 to FTR 9

Data for each Freight Transaction is in the following sequence.

(6) is the Expected Result of the Add Freight Attempt.

(1) FTR	(2) Boxcar ID	(3) Transport ID	(4) Description	(5) Weight	(6)Result
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f. First attempt is to add 50000 Shirts to Boxcar BX500. Weight is 25000. The attempt should be successful. Code FTR1 – Screen shot page 6. Screenshot should show the data being added and the corresponding Box Car manifest.

FTR 1	BX500	TXL2031S01	50000 Shirts	25000	Added to BX500
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g. FTR 2 attempt is to add a Large Medical Device weighing 16000kg to Boxcar BX505. The attempt should be successful.

FTR 2	BX505	MED2033S01	Medical MX45000	16000	Added to BX505
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h. FTR 3 data test requirement is to Add Freight ID item CSX2037S01 which is Drum of K1 Lamp Oil to Boxcar BX520. The attempt should be successful.

FTR 3	BX520	CSX2037S01	Lamp Oil K1 Drum	10000	Added to BX520
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i. FTR 4 data test requirements. You should be able to decode the test requirements based on the previous explanations.

FTR 4	BX500	TXL2031S02	30000 Coats	30000	Added to BX500
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j. FTR 5 data test requirements.

FTR 5	BX505	MED2033S02	Medical MX34111	16000	Added to BX500
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k. FTR 6 data test requirements.

FTR 6	BX520	CSZ2039S02	Fuel Dsl G1 10000L BL	8320	Added to BX520
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l. FTR 7 data test requirements. A screen shot (Page 7) is required for this data entry test. Code is FTR 7. Screen shot should include the data being added as well as the Boxcar manifest.

FTR 7	BX520	CSZ2041S03	Fuel Dsl G2 9000L BL	7928	Added to BX520
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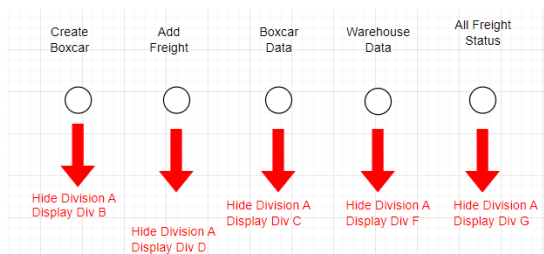
m. FTR 8 data test requirements. This data entry test should create a weight exceeded message for Boxcar BX520. The test involves an attempt to create Freight Item #TXL2031S03 weighing 40000kg and place this freight item on Boxcar BX500. This would create an overweight problem for the Boxcar, therefore the item is placed in the warehouse. Screenshot (Page 8) required for FTR 8. The screen should show the following (1) Data that is being added (2) form messages showing the cargo overweight status (3) the display of the Warehouse manifest.

FTR 8	BX500	TXL2031S03	40000 Artic Boots	40000	Added to Warehouse
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n. FTR 9 data test requirements. Last Screen shot (Page 9) is required. Screen shot should show (1) the data that being entered, (2) Any screen information messages such as Boxcar would exceed weight limit, (3) the warehouse manifest that shows the freight item. This is the last data entry test. There is an attempt to create Freight ID: MED2033S03 which is large medical device weighing 50000Kg. This device is to be added to boxcar BX505. This will cause a weight exceeded problem for BX505. The item will be placed in the Warehouse at this time.

FTR 9	BX505	MED2033S03	Medical MRI4909	50000	Added to Warehouse
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o. On the opening page, activate the “All Freight Status” button and generate a display of the status of all created Freight Items. Take a screen shot. This will be Page 10 content. Code is FTR 10. 9 Freight Items should be displayed. 2 of these are in Warehouse.



End of data testing.

J. Submission Requirements

Generate a word document called Assignment 02 – Your name and student number.

Page 1

- a. Add Course Number
- b. Your Name
- c. Your Student Number

For details on the following re-visit section I – Benchmark Data Test Plan

Page 2 Screen Shot

Screen Shot of running program with DivA showing. Should be the initial screen shot upon starting of the program.

Page 3 Screen Shot

Creation of Boxcar test. Item a. Code BX1

Page 4 Screen Shot

Creation of Boxcar test. Item b. Code BX2

Page 5 Screen Shot

Creation of Boxcar with valid data. This the last boxcar to be added. Item e. Code BX5

Page 6 Screen Shot

Create of the first Freight Item. Item f Code FR1.

Page 7 Screen Shot

Creation of the last successful Freight Item that will be added to a Boxcar. Code FTR 7. Item l.

Page 8 Screen Shot

Creation of the first Freight item that would exceed max weight situation. Code FTR 8, Item m.

Page 9 Screen Shot

Creation of the second Freight item that would exceed max weight situation for a boxcar. Code FTR 9, Item n.

Page 10 Screen Shot

All Freight Status Screen Shot. Code FTR 10. This is the last screen shot that is taken after all test data has been entered.

This concludes the Screen shot collection requirements.

K. Code Requirements

The assignments are based course outline requirements.

Code used for the completion of this assignment must follow the following guidelines.

Inclusions (note: exclusion rules will override inclusion rules)

(1) Code must be based on code [demonstrated in this course](#) or its pre-requisite course(s)

Use of jQuery is inScope for this project and subject to the terms of 'scope of valid code'.

Sources ("scope") of valid code is limited to the following:

- Course Text Book

- Course Notes

- Course Handouts

Exclusions

Exclusion will override inclusion rules.

a. Note: getElementByTag, innerHTML, outerHTML are not permitted in this project.

L. Grading Rubric

To maximize your grade be sure to consider the Grading Rubric as part of the of list of requirements.

Items missed are marks that you will not receive.

CP1295

Project 01

Grading Rubric

General Allocation of Points

ID	Name, Student #, Assignment # on Page 1	5
A	Intro Page with Menu Choices - divA	10
B	Create New Boxcar - divB	10
C	Display All Boxcar data - divC	15
D	Add Freight Form - divD	15
E	Display Box Car Manifest - divE	15
F	Display Warehouse Manifest - divF	15
G	Display All Freight Status - divG	15
		100

End of Project