DOUGLAS COLLEGE

COMMERCE AND BUSINESS ADMINISTRATION
CSIS 3380: ADVANCED WEB PROGRAMMING WITH JAVASCRIPT & AJAX
Assignment 1

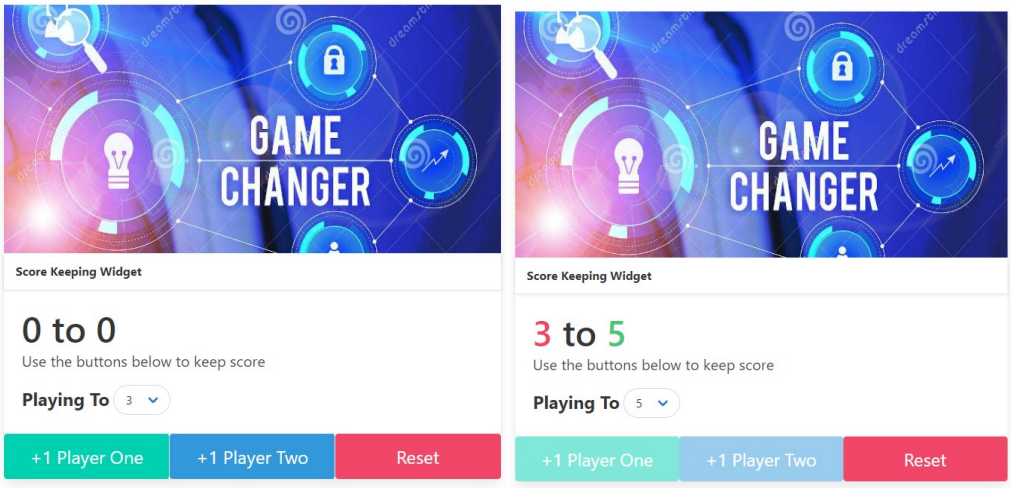
Due date: October 8, 2022
(5 % towards your Final Grade)
(20 +20+10+10+10 = 70 Marks)

Instructions

Please begin by downloading the Assignment 1 folder. Rename the folder as: AS1_*YourName*.
You are provided with an HTML template file that you should use to accomplish the following tasks. Don't modify the template file. Use the external file "as1Solution.js" to code JavaScript (ES5/ES6) to accomplish the tasks.

Note: The assignment is to be completed individually. Any form of cheating or sharing of work may have serious consequences.

1. Create a score keeping widget for a two-player game. Each player has a button. The buttons are named as Player One and Player two.



You can select what you want to play up to. Allow to play from 3 to 12 games.

For example, **if you are playing up to 5**, then you can add a point for a player by clicking the button. The score should increment by 1 for the player whose button is clicked. Whoever reaches a score of 5 first, wins (score of 5 in this case because we are playing up to 5 games). Suppose player 2 wins, (check the excerpt above), **3 to 5** shows up. The score 5 is shown in green because player 2 has won. The score 3 is shown in red because player 1 has lost. After a player wins, both the buttons should be disabled. Then, you can only click the reset button to reset the score to begin a new game.

2. Anny's Seashore Supplies rents beach equipment such as kayaks, canoes, beach chairs, and umbrellas to tourists.
   - The tourist enters the name of the rental item in the textbox and clicks ***Add Item Button***.
     Note: If the item is blank or a duplicate item is entered, an alert should be generated and the tourist should enter a different item.
   - The entered item should be added to the select box with id="selectedItems". The text box should be cleared so user can enter the next item.
   - The tourist can delete the item by selecting the item from select box and clicking ***Delete Item Button.*** The selected item should be deleted from the select box.
     Note: If there are no items in the *select box*, and user clicks ***Delete Item Button***, then, an alert should be generated with message "OOPS!!There are no items to delete"
   - Tourist enters the number of minutes for rental in textbox with *id="minutes"*. Calculate the rental amount by dividing the number of minutes for the rental by 60 and then calculate the hours, extra minutes over an hour, and the total price. Note that the price is $40 per hour plus $1 for every extra minute.
   - Multiply the amount by number of items in the select box to get the final rental amount.
   - Display the final rental amount in the textbox with *id = "amount"*. The value should be displayed after Tourist enters the minutes in textbox with id="minutes" and clicks outside that textbox. **Hint*:*** Use *blur* event with *addEventListener*().

     Example:

Minutes	Items	Total Rental Amount
50	2	$50 * 2 = $100
105	1	($40 + $45) * 1 = $85
120	4	$80 * 4 = $ 320
128	3	($80 + $8)*3 = $264

3. You are supplied a text file called "***InspirationalQuotes.txt***" that contains 25 inspirational quotes. Copy the text file into an array and thereafter create a function called ***displayQuotes()*** that will dynamically pick **four quotes** at random to display. The four quotes displayed (in label with *id = "displayQuotes"*) should be changed after every 5 seconds (i.e., after every 5000 milliseconds). Use the ***setInterval()*** function to repeatedly execute the ***displayQuotes()*** function after every 5000 milliseconds.
4. When the page loads initially, an image (shown below) is displayed (**img0.png**). In the Images folder, there are 14 such images (img0.png to img13.png). Write code that will animate these images. Begin by loading and caching the images. To do so, define an *imagearray* that will hold (cache) the loaded images.

Thereafter, create a function called ***animateImages()*** that will animate the images. Use the *setInterval()*function to repeatedly execute the ***animateImages()*** function after every 150 milliseconds.

5. Create a slide show application that runs the slide show in the div with *id = "slide"* using five images (casting1.jpg, casting2.jpg, catchrelease.jpg, fish.jpg, lures.jpg). When user starts the application, it displays a new caption and image every two seconds. The *src* attribute provides the location for the images in the slide show and *alt* attribute provides the caption for the slide. Use the *setInterval()*function to repeatedly execute the *slideShow()* function after every 2000 milliseconds.

Submission:

Compress/zip your Assignment_1 folder and upload it to Blackboard. NO LATE SUBMISSION is allowed.