

# Creative Coding

## Assignment #1 - Introduction to JavaScript

### Overview:

JavaScript is known as a client side scripting language. It was created for manipulating HTML and CSS without having to reload the webpage.

### Learning Objectives:

This assignment will require you to create an HTML website with various HTML5 elements. Once that's completed, you will be adding some JavaScript to interact with your web page.

### Suggested Process:

This assignment will be broken into two parts. Both parts will be due on the final due date.

#### **Part 1: Practicing HTML & CSS**

The HTML site you will be creating will have content describes yourself. Here are some HTML & CSS requirements.

- HTML is valid and uses proper indentation
- Use of semantic Tags (header, nav, main, article, side, footer)
- Use of variety of HTML tags (img, a, ul, ol, p, h1-h3)
- CSS is linked to an external file from the HTML document
- Use of classes and IDs which are well named
- Appropriate use of color, spacing (margin, padding) and fonts

To start this assignment, try sketching out a simple design of what you'd like to achieve. The design and mockup won't be submitted, so don't spend too long on it!

#### **Part 2: Introducing JavaScript**

Now that you're satisfied with your site, the fun begins! You will be using JavaScript to manipulate the CSS of your website. You will have to have 4 JavaScript interactions on your page. Here are some examples, but try to come up with something cool!

- When the page is loaded, a "Hello!" message is alerted to the screen
- A "learn more" button, when clicked, shows a paragraph of text
- A profile picture, when hovered, changes to an alternate one.

- An input box which asks for a name and prints out “Greetings, \_\_\_\_” where the \_\_\_\_ is the inputted name
- Moving an element from one side of the screen to the other
- Changing the color of text on the screen every 30 seconds

When you submit your assignment give a brief description of the interactions that you planned. This will help just in case you couldn’t figure out every feature that you had planned.

#### JavaScript requirements

- Use of comments to describe functionality
- Use of a string variable and an integer variable
- Use of the OnClick, OnMouseOver events
- Use of a function
- Use of document.getElementById

#### Rubric:

Here is how you will be marked:

Category	25% Poor	50% Unsatisfactory	75% Satisfactory	100% Excellent
	<b>Shows no or poor level of knowledge</b>	<b>Shows moderate level of knowledge</b>	<b>Shows proficient level of knowledge</b>	<b>Shows excellent level of knowledge</b>
<b>HTML &amp; CSS</b>				
HTML Code	Poor use of indentation, more than 5 HTML errors. No use of classes or IDs. No use of semantic tags.	Indentation is accurate with only minor errors. 2 HTML errors. Classes and IDs are used but not linked to CSS appropriately. Semantic tags are used incorrectly.	Indentation is accurate. 1 HTML error. Classes and IDs are used and appropriately named but not optimized for CSS. Some semantic tags used correctly.	Indentation is perfect. No HTML errors. Classes and IDs are aptly named and appropriately used for their purpose in CSS. Semantic tags are used where appropriate.
CSS Code	Page is illegible. More than 5 major CSS errors	Page layout is attempted but there are elements which need to be revised. 2 major CSS errors	Page layout is clear but could be approached in a better way. 1 major CSS error	Page layout is clear, well spaced and looks professional. No CSS errors. Attempt at mobile responsiveness or CSS animation
<b>JavaScript</b>				

JavaScript Features (5)	Include a list of at least four concepts that you will attempt to code in JavaScript.			
Concept 1 (5)	Concept is defined but not functional.	Concept is well defined and functional. Concept is practical and could be reused for another site. Poor naming on variables and functions	Concept is well coded and code is efficient. Variables and functions are named consistently.	Concept is very well coded. Concept has been isolated properly. Instructions and notes are Concept is well packaged and reusable for other sites.
Concept 2 (5)	Concept is defined but not functional.	Concept is well defined and functional. Concept is practical and could be reused for another site. Poor naming on variables and functions	Concept is well coded and code is efficient. Variables and functions are named consistently.	Concept is very well coded. Concept has been isolated properly. Instructions and notes are Concept is well packaged and reusable for other sites.
Concept 3 (5)	Concept is defined but not functional.	Concept is well defined and functional. Concept is practical and could be reused for another site. Poor naming on variables and functions	Concept is well coded and code is efficient. Variables and functions are named consistently.	Concept is very well coded. Concept has been isolated properly. Instructions and notes are Concept is well packaged and reusable for other sites.
Concept 4 (5)	Concept is defined but not functional.	Concept is well defined and functional. Concept is practical and could be reused for another site. Poor naming on variables and functions	Concept is well coded and code is efficient. Variables and functions are named consistently.	Concept is very well coded. Concept has been isolated properly. Instructions and notes are Concept is well packaged and reusable for other sites.
TOTAL (15% of your Final Mark)				

## Submission/Deliverables:

To submit this assignment include the following:

- A list of your four concepts
- A URL pointing to the site you created

You can submit all of these items in the Submission Text in Blackboard. Please test your URL before submitting it.