

[Portfolio home](#)[Assignment 1](#)[Assignment 2](#)[Assignment 3](#)

# Interplanetary Transport Shuttle Interface

## Ship status

**Current Speed: 9808 M/S**

**Distance: 18946343/62100000000 Meters**

**Fuel: 100%**

## Information

**Water Supplies: 1000000 Items**

**Food Supplies: 1000000 Items**

**Earth Time: Thu, 20 Apr 2017 12:30:47 GMT**

## Starlog

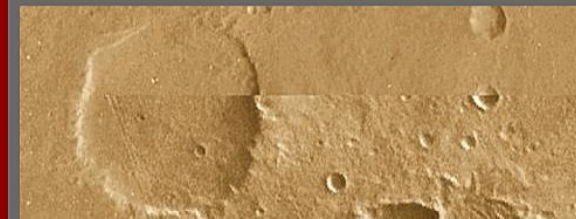
Name:

Date:

Message:

## Latest Starlogs

## Estimated landing zone



## Ship status

Current Speed: 8877 M/S

Distance: 21266021/62100000000 Meters

Fuel: 100%

## Information

Water Supplies: 1000000 Items

Food Supplies: 1000000 Items

Earth Time: Thu, 20 Apr 2017 12:31:11 GMT

## Starlog

Name:

Name

Date:

DD-MM-YYYY

Message:

Message

Submit

## Latest Starlogs

## Estimated landing zone



## Ship status

Current Speed: 9698 M/S

Distance: 23973293/6210000000 Meters

Fuel: 100%

## Information

Water Supplies: 1000000 Items

Food Supplies: 1000000 Items

Earth Time: Thu, 20 Apr 2017 12:31:40 GMT

## Starlog

Name:

Date:

Message:

*Message*

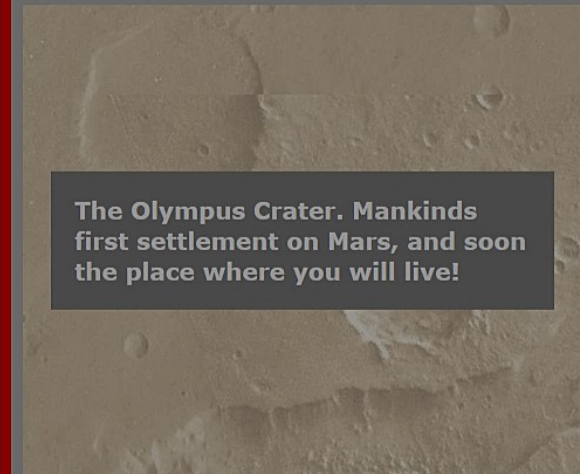
## Latest Starlogs

asdas

13-10-1944

adasfafafa

## Estimated landing zone



The Olympus Crater. Mankinds first settlement on Mars, and soon the place where you will live!



The background of the entire page is a high-resolution, sepia-toned image of the Martian surface. It shows a vast, desolate landscape with numerous impact craters of various sizes, some with distinct rims and shadows. The terrain is uneven, with ridges and valleys visible. The overall color is a range of browns and tans, giving it an aged, historical appearance.

[Portfolio home](#)

[Assignment 1](#)

[Assignment 2](#)

[Assignment 3](#)

12:35:05



The background of the entire page is a high-resolution, sepia-toned image of the Martian surface. It shows a vast, desolate landscape with numerous impact craters of various sizes, some with distinct rims and shadows. The terrain is uneven, with ridges and valleys visible. The lighting creates a sense of depth and texture.

[Portfolio home](#)

[Assignment 1](#)

[Assignment 2](#)

[Assignment 3](#)

12:35:30



The background of the entire page is a high-resolution image of the Mars surface, showing various craters, ridges, and valleys in shades of brown and tan.

[Portfolio home](#)

[Assignment 1](#)

[Assignment 2](#)

[Assignment 3](#)

# 12:36:18

## Possible landing sites

Astana

Bamako

Magadan

Portfolio home

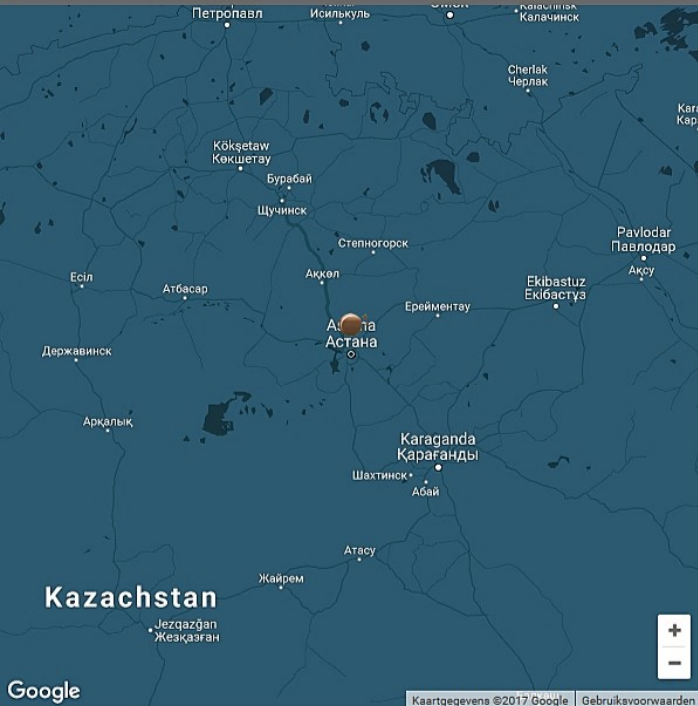
Assignment 1

Assignment 2

Assignment 3

Find warmest landing spot

## Location Information



Placename: Astana

Country: Republic of Kazakhstan

Temperature: 11

Temperature minimum: 11 maximum: 11

Weather: clear sky

Fun fact: Astana is the second coldest capital city in the world after Ulaanbaatar, Mongolia.





## Possible landing sites

Astana

Bamako

Magadan

Portfolio home

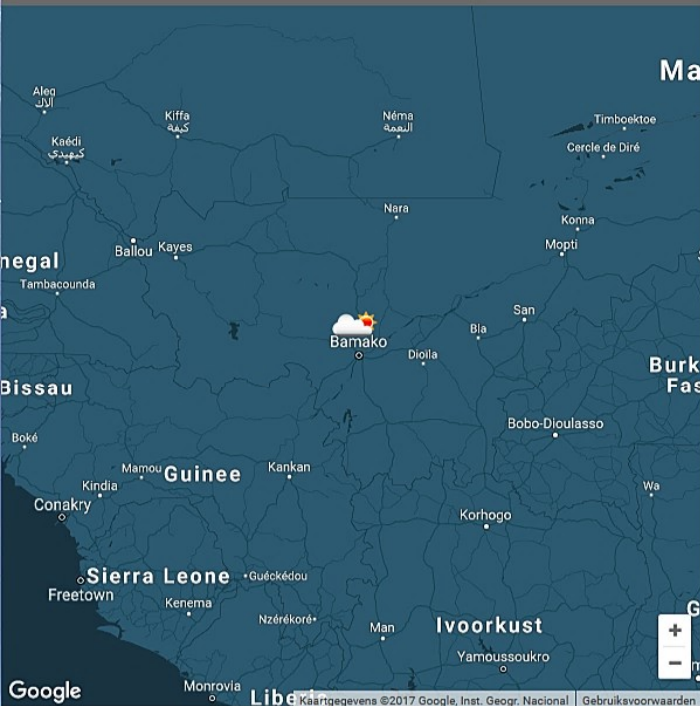
Assignment 1

Assignment 2

Assignment 3

Find warmest landing spot

## Location Information



Placename: Bamako

Country: Republic of Mali

Temperature: 40

Temperature minimum: 40 maximum: 40

Weather: few clouds

Fun fact: Bamako was a leading center of Muslim learning under the Mali empire (c.11th–15th century) but by the 19th century had declined into a small village





## Possible landing sites

Astana

Bamako

Magadan

Portfolio home

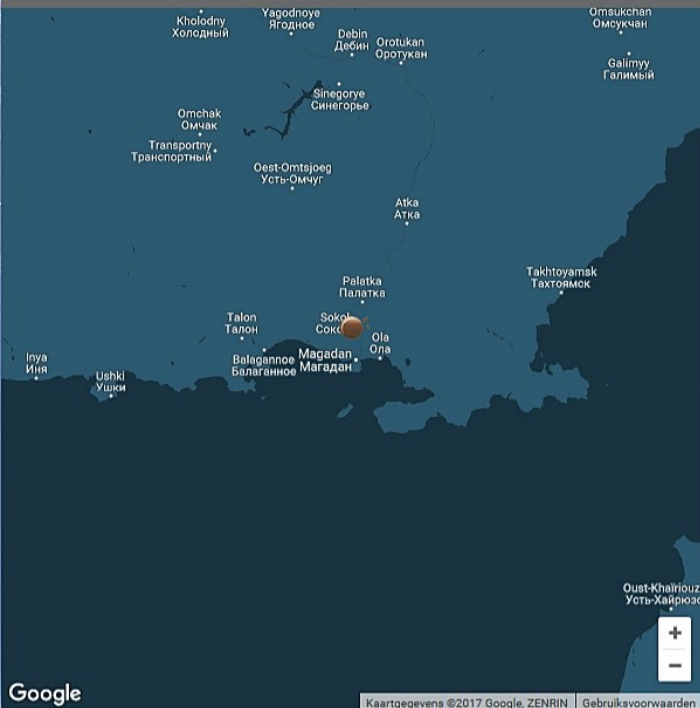
Assignment 1

Assignment 2

Assignment 3

Find warmest landing spot

## Location Information



Placename: Magadan

Country: Russian Federation

Temperature: -1

Temperature minimum: -1 maximum: -1

Weather: clear sky

Fun fact: The nearest city, Yakutsk is 2,000 kms away.



Portfolio home

## Assignment 1

## Assignment 2

### Assignment 3


A link to the PDF version of the website can be downloaded [here](#).

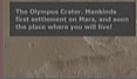
Name: Riccardo Waardenburg  
Student ID: 16087666

The first assignment we had to make was an interface that a user could gather "real-time" information from. For this we had to access the DOM and manipulate it to do specific actions. For mine I decided to make a bound, pseudo-random number generator that makes a speedometer fluctuate up and down, but tries to balance it around the 10000 mark. I used this number to increment a distance travelled number. Secondly I created a form that the user could fill in. Once filled in, the next field will present the message typed by the user. Thirdly I implemented a simple UTC clock. Lastly I created an image that, once mouse over will present some text to the user, this is all done through JavaScript. I implemented the various elements from the lectures in the assignment through the various event listeners and conditionals that contain the rest of the elements.

The screenshot displays the 'Interplanetary Transport Shuttle Interface'. At the top, there are four tabs: 'Portfolio home', 'Assignment 1', 'Assignment 2', and 'Assignment 3'. The main content area is divided into four panels:

- Ship status:**
  - Current Speed: 0000 M/S
  - Distance: 100463.81 / 1110000000000 Meters
  - Fuel: 100%
- Information:**
  - Order Supplies: 1000000 Items
  - Fuel Supplies: 1000000 Items
  - Earth Time: Thu, 26 Apr 2017 13:30:47 GMT
- Starlog:**
  - Name: \_\_\_\_\_
  - Info: \_\_\_\_\_
  - Message: \_\_\_\_\_
- Latent Starlogs:** (Empty list)
- Estimated landing zone:** A 3D visualization of a planet's surface, showing a large, dark, cratered area.

<p><b>Ship status</b></p> <p>Current Speed: 8877 N/S</p> <p>Distance: 21366023/62100000000 Meters</p> <p>Push: 100%</p>	<p><b>Information</b></p> <p>Water Supplies: 1000000 Items</p> <p>Food Supplies: 1000000 Items</p> <p>Earth Time: Thu, 28 Apr 2017 12:31:11 GMT</p>	
<p><b>Starlog</b></p> <p>Name: _____</p> <p>Date: _____</p> <p>Message: _____</p>	<p><b>Latest Starlogs</b></p>	<p><b>Estimated landing zone</b></p> 

<p><b>Ship status</b></p> <p>Current Spanish: 8088 N/A          (Distance: 2397/295/62) 900000000 Helios          Fuel: 100%</p>	<p><b>Information</b></p> <p>Water Supplies: 1000000 Limes          Food Supplies: 1000000 Bones          Earth Times: This, 20 Apr 2017 13:31:46 GMT</p>
<p><b>Starlog</b></p> <p>Name: <input type="text"/></p> <p>Date: <input type="text"/></p> <p>Mission: <input type="text"/></p>	<p><b>Latest Starlogs</b></p> <p>starlog          13-10-2014          starlog45</p>
	<p><b>Estimated landing zone</b></p>  <div data-bbox="1870 1264 1986 1287"> <p>The Olympus Crater. Muchlike              first settlement on Mars, and soon              the place where you will live!</p> </div>

## ASSIGNMENT 2, WEEK 4-5



## ASSIGNMENT 2: WEEK 4, 5

### Recapitulation of the lectures

During the first three weeks I mostly had to fresh up my knowledge of JavaScript, seeing as I already knew it, but hadn't used it in over half a year. The first lecture as such consisted of paying attention to the syntax used to remember the correct way of programming in JavaScript, such as the var declarations, the way conditionals are written (which was pretty much the same as I remembered it) and set me up for further self-study. After week 1 had passed I had already started reading up on the topics for week 2 and 3. As such I went well prepared into week 2 and 3, where I typed along during the lecture and tried to add extra features to see how the page would respond. Due to this I deepened my understanding of the complex data types and DOM manipulation.

### Description of assignment

The first assignment we had to make was an interface that a user could gather "real-time" information from. For this we had to access the DOM and manipulate it to do specific actions. For mine I decided to make a bound, pseudo-random number generator that makes a speedometer fluctuate up and down, but tries to balance it around the 10000 mark. I used this number to increment a distance travelled number. Secondly I created a form that the user could fill in. Once filled in, the next field will present the message typed by the user. Thirdly I implemented a simple UTC clock. Lastly I created an image that, once mouse over will present some text to the user, this is all done through JavaScript. I implemented the various elements from the lectures in the assignment through the various event listeners and conditionals that contain the rest of the elements.

### Result



## ASSIGNMENT 3: WEEK 6, 7

### Recapitulation of the lectures

In the two final lectures we learned about other API's, their possibilities and how to use AJAX for certain API's that require it. This was completely new terrain for me, since I had no experience with these API's or AJAX. As such I paid close attention to the examples and kept copies of each and every one with comments to review later. As such I was able to work out the intricacies of the API's and how AJAX functions. In the end I understood how to make an AJAX request, how to process it and how to work with it. For the Google Maps API I quite often turned to the reference, seeing the complexity and possibilities that it provides.

### Description of assignment

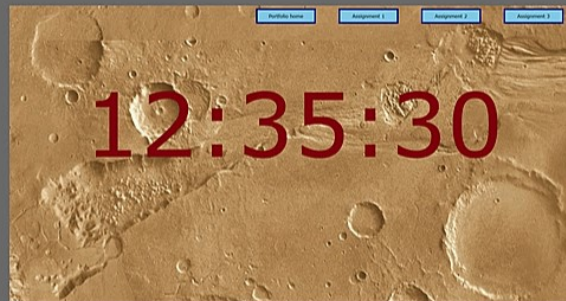
For our final assignment we had to simulate a shuttle returning to earth and wanting ground information, for this I decided to present the user with 3 possible landing zones, each using a object to store all the information with. Using these three objects I populated them with data from the openweather API. Giving each all the information required. Next I generated the map and placed it on the currently active city. If the user select one of the other cities the page contents are updated with the new data without having to re-fetch the information. The map is then panned to the new cities location.

### Results



The first assignment we had to make was an interface that a user could gather real-time information from. For this we had to access the DOM and manipulate it to do specific actions. For mine I decided to make a board, pseudo-random number generator that makes a speedometer fluctuate up and down, but tries to balance it around the 10000 mark. I used this number to increment a distance travelled number. Secondly I created a form that the user could fill in. Once filled in, the next field will present the message typed by the user. Thirdly I implemented a simple UTC clock. Lastly I created an image that, once mouse over will present some text to the user, this is all done through JavaScript. I implemented the various elements from the lectures in the assignment through the various event listeners and conditionals that contain the rest of the elements.

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## ASSIGNMENT 3: WEEK 6, 7

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## Results

