## Ex2: Internet 2015/2016

- Learn CSS
  - http://www.htmldog.com/guides/css/
- Learn the DOM
  - http://htmldog.com/guides/javascript/intermediate/thedom/
  - http://htmldog.com/guides/javascript/advanced/creatingelements/
  - http://coding.smashingmagazine.com/2013/11/12/an-introduction-to-domevents/
- Review (DOM elements) https://developer.mozilla.org/en-US/docs/Web/API
- Review (events)
   https://developer.mozilla.org/en-US/docs/Web/API/GlobalEventHandlers
- Read (Single Page Application)
   <a href="https://en.wikipedia.org/wiki/Single-page\_application">https://en.wikipedia.org/wiki/Single-page\_application</a>
- Read (event-loop) http://blog.carbonfive.com/2013/10/27/the-javascript-event-loop-explained/
- Read (Jquery optional) <a href="http://ejohn.org/apps/workshop/intro/">http://ejohn.org/apps/workshop/intro/</a>

Submit a zip file <yourID>\_<firstName>\_lastName\_EX2.zip (e.g. '043462598\_Ohad\_Assulin\_EX2.zip'). it should contain +3+ files:

1. index.html that looks exactly like: ( write it yourself and understand each piece)

- 2. main.js contains your javascript application
- 3. style.css contains you css styles

## Build a Single Page Application utilizing mainly javascript.

The application should have 3 screens. each 'screen' should be in it's own DIV container. At any given time only one 'screen' should be visible (change visibility via CSS)

- The first screen should be a 'login' screen, it should have at least username and password fields in addition to a login button. clicking on the button should check if the username===password==='admin'. if it does it should transfer the user to the 'profile' screen. otherwise it should show some error message.
- The second screen is your profile. it should introduce you, your name, hobbies, funny quote as well as a 2 pictures (you should only show one in replace between the two upon mouseover). In addition to a logout button that takes the user back to the 'login' screen which also displays a message in the spirit of "you logged out successfully". Another 'calculator' button transfers the user to the calculator 'screen' which shows a calculator
- The 'calculator' screen:
  - You are free to built whatever user-interface you want for the Calculator. There
    is only one demand. by clicking on a button the user could add more calculators
    to the screen.
  - Behind the scene you MUST build and use a Calc() constructor function that generates each calculator. The currentValue of the calculator MUST be inaccessible external to the calculator instances (i.e. private).



## Notice:

- This Ex should be done individually
- You can use any JavaScript library you want.
- We will test it on Chrome. Locally.

Deadline: 12/12/2015

