**Assignment 1**

**SYST10199 – Web Programming**

1. Assignment must be completed as an individual effort.
2. Due date for submission is specified in SLATE.
3. All online submissions will be done via SLATE (Email submissions will NOT be accepted).
4. Late assignments will be penalized 10% each day for up to 3 days. After that, it is worth zero.
5. Please refer to the [Academic Dishonesty Policy](http://www-acad.sheridanc.on.ca/~jollymor/acadDishonesty.html).

**Instructions**Create a simple ***Rock-Paper-Scissor*** game.

1. Make two HTML files and save them with the names **index.html** and **rock.html** within the   
   firstname-lastname-a1 folder.
2. The <title> tag should read: Assignment 1 for <Your Name>.
3. Display the following information in <H1> tag as heading in the index.html page:

**Assignment 1**

**Web Programming**

**Your FirstName Last Name**

1. Add a <hr> tag before and after the above heading.
2. After the <hr> tag, display the game instructions on how to play the game.
3. Add a start button or link that navigates the user to rock.html
4. On the rock.html file, implement the game using JavaScript.
5. Ask the user to choose their move using a prompt() dialog box.
   1. Get numeric inputs for user’s turn. For e.g. 1 for Rock, 2 for Paper, 3 for Scissor.
   2. Keep asking the user their move if the user enters some invalid input.
6. Then the computer chooses its move randomly and is displayed in an alert() dialog box.
7. The result is displayed on the screen using alert() dialog box.
8. The user should be asked using a confirm() dialog box if they want to play again, and a running score should be kept.
9. If the user selects not to continue, display the final score of the user and the computer, and the winner using alert() dialog box.
10. Add an Exit button or link on rock.html that navigates the user back to index.html.
11. Add CSS.

**Sample Run:**

|  |  |  |
| --- | --- | --- |
| **Dialog Box** | **Message** | **Button Clicked** |
| Prompt | Press 1 for ROCK  Press 2 for PAPER  Press 3 for SCISSOR | Input 1 and OK clicked |
| Alert | You picked ROCK. Computer picked SCISSOR.  You win.  You: 1  Computer: 0 | OK |
| Confirm | Do you want to play again? | OK |
| Prompt | Press 1 for ROCK  Press 2 for PAPER  Press 3 for SCISSOR | Input 2 and OK clicked |
| Alert | You picked PAPER. Computer picked ROCK.  You win.  You: 2  Computer: 0 | OK |
| Confirm | Do you want to play again? | OK |
| Prompt | Press 1 for ROCK  Press 2 for PAPER  Press 3 for SCISSOR | Input 1 and OK clicked |
| Alert | You picked ROCK. Computer picked ROCK.  It’s a tie.  You: 2  Computer: 0 | OK |
| Confirm | Do you want to play again? | Cancel |
| Alert | Final score:  You: 2  Computer: 0  You win!! | OK |

**Finishing Up:**

1. Be sure to save all changes.
2. View your web site in multiple browsers, then make changes, and review as needed.
3. When satisfied with your assignment, publish it to:

http://yourusername.dev.fast.sheridanc.on.ca/webprog/assignments/

1. Add password security.

**Submission:**

1. You are to submit 3 files, separately:
   1. Upload the **.ZIP** file of your assignment to SLATE.
   2. Upload two **.TXT** files to SLATE.
2. Zip and upload the contents of your entire assignment folder to the Assignments in SLATE.
3. You must copy and paste all of your source code from your HTML and JavaScript files into plain text files.
   1. You can copy and paste the source codes into Notepad.
4. You don't have to format this code - it's used by TurnItIn (the originality checker in SLATE, which is a piece of software that checks your submission for plagiarism against other submissions in the college, in other colleges, from the web, and various other sources).
5. Submit these text files in addition to your assignment ZIP file.
   1. DO NOT add them inside your zip/rar file - they must be separate files.
   2. This is used for TurnItIn (it won't accept HTLM and JavaScript programs, and won't examine the contents of zip/rar files).
6. While submitting the assignment to SLATE, remember to write the URL of your published assignment, the username and password in the comment box.