Designing of corporate portals Midterm 1 6-11-2023

Name, Surname – your name and surname.

You create a website for your company:

• you will receive a short, very general description of the company from the lecturer.

Create a description of your "company".

Come up with (create) a name for your company.

Find an image related to the company and put it on the page.

Your website is supposed to be different, different from other students' websites.

Pages and websites that are too similar will be assessed negatively.

General description

- 1) Directory name (project name) "L6_Surname_Id_mid1".
- 2) In L6_Surname_Id_mid1 directory subdirectories with files:
- 3) All HTML files in their names should have your surname as a part. Your surname have to be displayed in:
 - a) the browser bar,
 - b) <header> tag
- 4) On each page: your name, surname, ID, your "company" name.
- 5) Create at least three HTML pages.
- 6) Full navigation between all HTML pages.



- 7) First page (starting page) ought to be named "indexSurname.html".
 - a) Here the word 'index', not a number.
 - b) Image related to your "Company"
 - c) The start page should display information about your company:
 - i) <header> -
 - (1) the name of your "Company", your name, your last name, ID (your student number).
 - ii) <section> "input data":
 - (1) initially this section is visible
 - (2) input to write "client data" (name or surname or town or something else)
 - (a) Button "Register" to "register client"
 - iii) <section> "client data" is invisible.

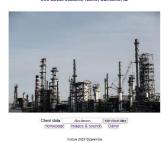


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iv) When you click "button Register":

- (1) <section> "input data" is invisible,
- (2) <section> "client data" is visible,
- (3) <nav> navigation to all other pages is visible,
- (4) <button> "Edit Client" returns to section "register client"

Info about Firm



- 8) **Second page** "imgAudioSurname.html"
 - a) <header>
 - i) info about imgAudioGame and info about You
 - ii) visible all time
 - b) <section> "start"
 - i) <select> choice of what will be drawn: image or sound,
 - ii) <input> input player name,
 - iii) <select> how many questions,
 - iv) <button> start game
 - c) <section> "images" invisible
 - d) <section> "audio" invisible
 - e) <section> "end" invisible

Connect sounds and images



- f) if you choose "sound"
 - i) <section> "start" is invisible
 - ii) <section> "audio" is visible
 - iii) random sound is played
 - iv) <select> you need to choose the right image

Connect sounds and images



(1) after selecting the "image", the image should be visible





v) <button> - confirm your choice

- g) if you choose "image"
 - i) <section> "start" is invisible
 - ii) <section> "images" is visible
 - iii) random image appears
 - iv) <select> you need to choose the right sound

Connect sounds and images



- v) after selecting the "sound", the appropriate sound should be heard
- vi) <button> confirm your choice
- 9) **Third page** "gameSurname.html"
 - a) Button "New Game" draws two numbers from 1 to $n_2n_1n_0$
 - i) Example: if ID = 79162, draws two numbers from 1 to 162.
 - b) If your ID % 2 = 0
 - i) You win if you click smaller number
 - c) If your ID % 2 = 1
 - i) You win if you click greater number
 - d) The current game results is to be displayed on the page
 - e) Table:
 - i) left click counts how many times the left number was clicked
 (1) clicking on this number resets the left counter
 - ii) right click counts how many times the right number was clicked
 - (1) clicking on this number resets the right counter
 - iii) result current, total game score
 - (1) the number of correct clicks minus the number of incorrect clicks

Info about Firm

Info about student



Explanatory example

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\begin{aligned} \text{Let ID} &= 79162 \\ &\text{ID} &= n_4 n_3 n_2 n_1 n_0 \ ; \\ &n_4 = 7, \ n_3 = 9, \ n_2 = 1, \ n_1 = 6, \ n_0 = 2 \end{aligned}
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A useful reminder from lecture

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\label{eq:function counter} \begin{split} & \text{function counter() } \{ \\ & \text{let } n = 0; \\ & \text{return } \{ \\ & \text{count: function() } \{ \text{ return } ++n; \; \}, \\ & \text{reset: function() } \{ \text{ return } n = 0; \; \} \\ & \; \}; \\ & \} \end{split}
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