WAPH-Web Application Programming and Hacking

Individual Project 1

Front-end Web Development with a Professional Profile Website on github.io cloud service

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Student

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Short-bio: I am an IT graduate student at UC. I am interested in backend

development and AI.



Repository Information

Repository URL: https://github.com/Sangeethsk01/Sangeethsk01.github.io

Project Overview

The project involves creating a personal website hosted on GitHub. The website includes an index.html file displaying personal information, skills, and a resume. A separate course.html file links to labs and hackathons. The site uses an open-source Bootstrap template with features like scroll animation, navigation bar, and reload effects. A page tracker using Flagcounter counts visitors. Technical features include a jQuery analog clock, a digital clock, and a show/hide email function. The project integrates a joke API for displaying jokes, a Rick and Morty API for random cartoon characters, and utilizes JavaScript cookies to show a welcome message for new and returning visitors. Overall, I learned how

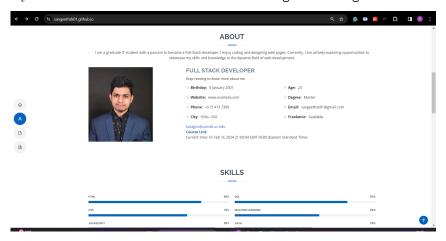
to host a static webpage on github.io and design it with css and bootstrap. I also learned about javascript libraries and how cookies work.

Link to the github.io repository: https://github.com/Sangeethsk01/Sangeethsk01.github.io/tree/main

Link to the portfolio webpage: https://sangeethsk01.github.io/index.html

Task 1: General Requirements

• Created an index.html file to display my information including my name, headshot, skills, and resume. Hosted this page as a personal website on my GitHub cloud account under the name Sangeethsk01.github.io.



• Created another file named course.html that introduces this course and provides the links to all the labs and hackathons I completed. Provided this file as a link in the personal website page in the 'About' section.

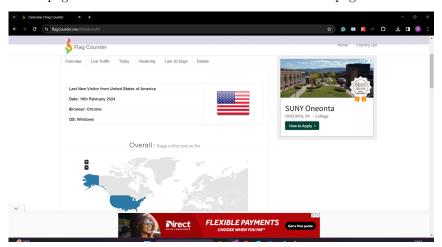


Task 2: Non-technical requirements

• I have used an open-source bootstrap template and CSS library to design this portfolio. The page contains features like the animation on scroll (aos), navigation bar, reload effects, etc.



• Included a page tracker using flagcounter to count the number of visitors to the page. Included this counter at the bottom of the page.



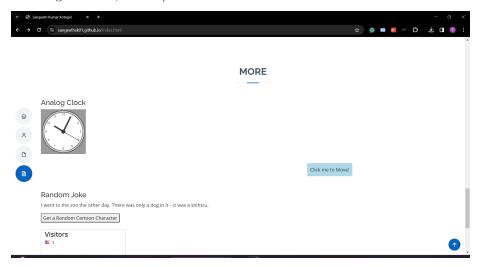
Page Tracker:

```
<!--Flag counter to count visitors-->
<div class="Counter">
    <a href="https://www.flagcounter.me/details/euM">
        <img src="https://www.flagcounter.me/euM/" alt="Flag Counter"></a>
</div>
```

Task 3: Technical requirements

Javascript frameworks

• Used jQuery to implement an analog clock in the 'more' section and a digital clock, a show/hide email function in the 'about' section.



• Used javascript open source library 'anime' library to create animation by making a button move when clicked on it. Used an EventListner to achieve this. Animation code:

API Integration

• Included the public jokeAPI to display a new joke every one minute. Used Ajax function to send the API get request.

```
Code:
  <div id="jokeContainer">
        <!-- The joke will be displayed here -->
   </div>
   <script>
        // Function to fetch and display a joke
        function fetchJoke() {
            $.ajax({
                url: 'https://v2.jokeapi.dev/joke/Any',
                method: 'GET',
                success: function(response) {
                    // Check if it's a single-part or two-part joke
                    var jokeText = response.type === 'single' ? response.joke : response.
                    // Display the joke in the container
                    $('#jokeContainer').html('' + jokeText + '');
                },
                error: function(error) {
                    console.error('Error fetching joke:', error);
            });
        }
        // Initial fetch when the page loads
        fetchJoke();
        // Set up interval to fetch and display a joke every minute
        setInterval(fetchJoke, 60000);
   </script>
• Used a public API named rickandmortyapi to get cartoon characters
  when requested. Built a function to generate a random number to get a
  random character when clicked on the button.
  Code:
   <button id="getRandomCharacter">Get a Random Cartoon Character
    <div id="characterImage">
        <!-- Character image will be displayed here -->
    </div>
   <script>
    //Generating Rick and morty cartoon characters
        $("#getRandomCharacter").click(function(){
            getRandomCharacter();
        });
```

function getRandomCharacter() {

```
$.ajax({
             url: 'https://rickandmortyapi.com/api/character/' + getRandomCharacterId@
             method: 'GET',
             success: function(response) {
                 displayCharacterImage(response);
             },
             error: function(error) {
                 console.error('Error fetching character:', error);
         });
     }
     function getRandomCharacterId() {
         // The Rick and Morty API has characters up to id 671, adjust as needed
         return Math.floor(Math.random() * 671) + 1;
     }
     function displayCharacterImage(character) {
         var characterImage = '<img src="' + character.image + '" alt="' + character.r</pre>
         $("#characterImage").html(characterImage);
     }
</script>
```

Using JavaScript cookies

• Using a cookie, written a Javascript code to display a welcome message for the new visitors and a welcomeback message for the old visitors on the home section. The JavaScript code includes two functions for handling cookies in the web browser. The setCookie function sets a cookie with a given name, value, and optional expiration period in days. The getCookie function retrieves the value of a specified cookie by searching through the document's stored cookies.

Code:

```
<strong><div class="cookie" id="welcomeMessage"></div></strong>
<script>
    // Cookie code
    function setCookie(name, value, days) {
        var expires = "";
        if (days) {
            var date = new Date();
            date.setTime(date.getTime() + (days * 24 * 60 * 60 * 1000));
            expires = "; expires=" + date.toUTCString();
        }
        document.cookie = name + "=" + value + expires + "; path=/";
    }
```

```
function getCookie(name) {
       var nameEQ = name + "=";
       var cookies = document.cookie.split(';');
        for (var i = 0; i < cookies.length; i++) {</pre>
            var cookie = cookies[i];
            while (cookie.charAt(0) == ' ') {
                cookie = cookie.substring(1, cookie.length);
            if (cookie.indexOf(nameEQ) == 0) {
                return cookie.substring(nameEQ.length, cookie.length);
            }
        }
       return null;
   }
   function displayWelcomeMessage() {
        var lastVisit = getCookie("lastVisit");
        var welcomeMessage = $("#welcomeMessage");
        if (lastVisit === null) {
            // First-time visit
            welcomeMessage.text("Welcome to my homepage!");
            setCookie("lastVisit", new Date().toUTCString(), 365);
        } else {
            // Returning visit
            welcomeMessage.text("Welcome back! Your last visit was " + lastVisit);
       }
   }
    // Call the function when the document is ready
    $(document).ready(function(){
        displayWelcomeMessage();
   });
</script>
```

