

# 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

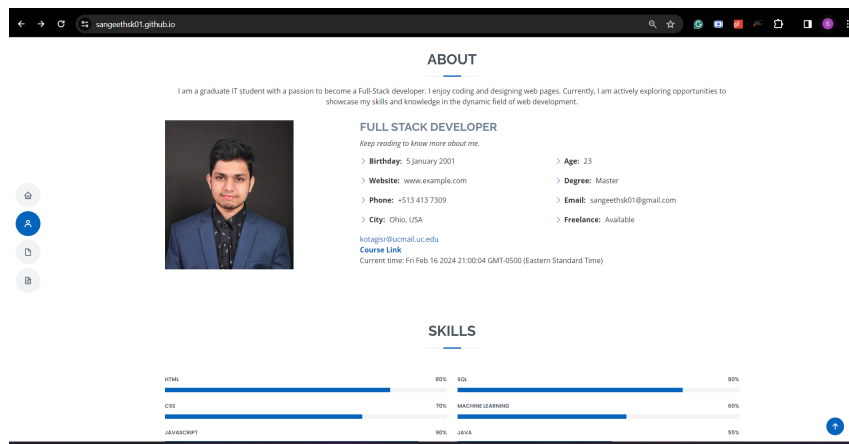
to host a static webpage on github.io and design it with css and bootstrap. I also learned about javascript libraries and how cookies work.

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.

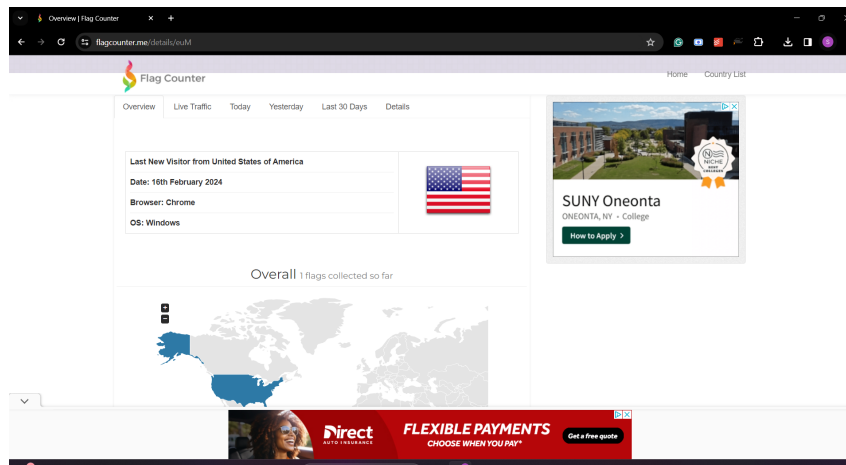


## Task 2: Non-technical requirements

- 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.



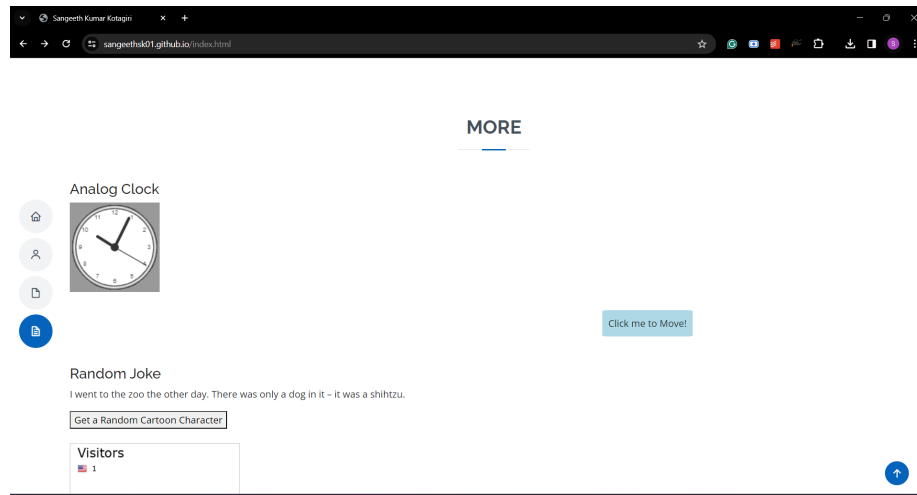
Page Tracker:

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

```
<div id="animatedElement">Click me to Move!</div>
<script>
  // Using JS Animation library to move an element
  const element = document.getElementById('animatedElement');
  // Add a click event listener to trigger the animation
  element.addEventListener('click', () => {
    anime({
      targets: element,
      translateX: 1000,
      easing: 'easeInOutQuad',
      duration: 1000,
      direction: 'alternate',
    });
  });
</script>
```

### 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('<p>' + jokeText + '</p>');
      },
      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</button>
<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 = '';
  $("#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++) {
        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>

```

