# **University of Central Florida**

DEPARTMENT OF ELECTRICAL ENGINEERING & COMPUTER SCIENCE

# COMPUTER SCIENCE DIVISION

**CIS 4004 Web Based Information Technology** 

#### **Assignment 3**

Due, Wednesday, April 5, 2023 for 100% credit Thursday, April 6, 2023 for 90% credit Friday, April 7, 2023 for 80% credit Saturday, April 8, 2023 for 70% credit



#### **Assignment scope**

This assignment is focused on writing PHP and will create an electronic version of a Bingo board. This assignment will require students to randomly generate a Bingo board.

# Resources

## xampp

- 1. Use the popular bundled tool XAMPP (i.e. pronounced 'zamp')
  - a. https://www.apachefriends.org/download.html
- 2. What to do with XAMPP once installed
  - a. Run XAMPP
  - b. Click the **Start** button for **Apache**
  - c. Your source code should go in the **xampp/htdocs** folder, wherever you installed **XAMPP**
  - d. To view in the web browser you would type **localhost/bingo.php**; if you added additional folder(s) under the **htdocs** folder, include that in your URL (example: localhost/CIS4004/Assignment3/bingo.php)

# Files provided

- 1. bingo\_template.php
- 2. bingo.css
- 3. jquery-2.1.0.js

# **Assignment submission**

Create a single folder for the files. Compress the folder and submit the compressed file (e.g. .zip)

### **Tasks**

1 asks	
Activity	
bingo.css	1. Modify the provided style settings
	a. html, body
	i. background-color
	ii. color
	bdata
	i. background-color
	ii. color
	ctitle
	i. color
	d. table tr:nth-child(3) td:nth-child(3)
	i. color
bingo.php	1. In the <b><head></head></b> use the <b><style></b> element to include</th></tr><tr><th></th><th>bingo.css</th></tr><tr><th></th><th>a. Inside the open/close <b><style></b> tags nest</th></tr><tr><th></th><th>escaping to PHP</th></tr><tr><th></th><th>i. include 'bingo.css';</th></tr><tr><th>bingo.php</th><th>2. In the <b><head></b> use the <b>< script></b> element to include</th></tr><tr><th></th><th>jquery-2.1.0.js</th></tr><tr><th></th><th>a. Inside the open <b><script></b> tag</th></tr><tr><th></th><th>i. type="text/javascript"</th></tr><tr><th></th><th>ii. src="jquery-2.1.0.js"</th></tr><tr><th>bingo.php</th><th>3. In the <b><head></b> use the <b><script></b> element to define</th></tr><tr><th></th><th>JavaScript/jQuery function setFree()</th></tr><tr><th></th><th>i. Declare loop control variable <b>row</b></th></tr><tr><th></th><th>initialized to <b>-1</b></th></tr><tr><th></th><th>ii. Iterate through the rows of the table, use</th></tr><tr><th></th><th>jQuery selector to select "table tr",</th></tr><tr><th></th><th>append function call <b>each()</b>, pass to</th></tr><tr><th></th><th>function <b>each()</b> anonymous function to</th></tr></tbody></table></style></b>

	1 - 4h - f - 11 :
	do the following
	1. Increment variable <b>row</b> by <b>1</b>
	2. Declare variable <b>currentRow</b> set
	equal to jQuery selector \$(this)
	3. If the value of <b>row</b> equals 2
	a. Reference variable
	currentRow, append
	function <b>find</b> (), pass as an
	argument "td:eq(2)",
	append function call <b>text()</b> ,
	pass as an argument
	"FREE"
bingo.php	4. In the <b><body></body></b> , inside the escaping to PHP do the
	following
	a. Define constant <b>SIZE</b> with the value of <b>5</b>
	b. Define constant <b>BR</b> with the value of " <b><br< b=""></br<></b>
	/>\ <b>n''</b>
	c. Declare variable <b>columns</b> set equal to the array
	constructor
	i. Call function <b>range</b> (), passing arguments
	1, 15
	ii. Call function <b>range</b> (), passing arguments
	16, 30
	iii. Call function <b>range</b> (), passing arguments
	31, 45
	iv. Call function <b>range</b> (), passing arguments
	46, 60
	v. Call function <b>range</b> (), passing arguments
	61, 75
	d. Declare variable <b>bingo_card</b> set equal to the
	array constructor
	e. Iterate five times for each row
	i. Declare variable <b>\$random_keys</b> set
	equal to function call array_rand(),
	passing arguments
	1. array <b>\$columns</b> with index of the
	loop control variable
	2. 5
	ii. Declare variable <b>\$random_values</b> set
	equal to function call

array\_intersect\_key(), passing
arguments

- 1. array **\$columns** with index of the loop control variable
- 2. function call **array\_flip()**, passing variable **\$random\_keys**
- iii. Set variable **\$bingo\_card** equal to function call **array\_merge()** passing arguments
  - 1. variable **\$bingo\_card**
  - 2. variable **\$random\_values**
- f. Build the HTML by doing the following
  - i. Create an <h1> the word **Bingo** using class **title**
  - ii. Create a **div**> with the id **board** 
    - 1. Create a with class **container**
    - 2. Iterate through the **5** rows
      - a. Create a **>** with class **row** 
        - i. Create a with class data, concatenate variable \$bingo\_card with index of the loop control variable
        - ii. Create a with class data,concatenate variable \$bingo\_card with index of the loop control variable + 5
        - iii. Create a with class data, concatenate variable \$bingo\_card with index of the loop control variable + 10
        - iv. Create a **>** with class **data**,

	concatenate variable
	<b>\$bingo_card</b> with
	index of the loop
	control variable + 15
	v. Create a <b>&gt;</b> with
	class <b>data</b> ,
	concatenate variable
	<b>\$bingo_card</b> with
	index of the loop
	control variable + 20
	b. Create the closing <b></b> for
	the row
	3. Call JavaScript function <b>setFree</b> ()
	to update the FREE space
	4. Create the closing <b></b> for the
	table
	iii. Create the closing <b></b> for id='board'
Test Cases	
Test Case 1	Rendered PHP page looks similar to Figure 1
Test Case 2	Reloading the page results in a new Bingo board



Figure 1 bingo.php