Chaitanya Bharathi Institute of Technology

Internet and Web Technologies (IWT)

Assignment-1

Flash Card Game

Report

By

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Abstract

Flash Card Game is a web app that displays a desk of different flash cards on the screen containing different questions one after the another. Each of the question has two options out of which there is only one correct answer. The user can proceed to the next question only if he answers the current question, if the user answers the question correctly, he gets a point added to his score, otherwise, the score remains the same and the next question is displayed. The user's final score is stored along with his name and can be accessed when required.

Introduction

HTML

HTML, or **HyperText Markup Language**, allows web users to create and structure sections, paragraphs, and links using elements, tags, and attributes. However, it's worth noting that HTML is not considered a programming language as it can't create dynamic functionality.

HTML has a lot of use cases, namely:

- **Web development**. Developers use HTML code to design how a browser displays web page elements, such as text, hyperlinks, and media files.
- **Internet navigation**. Users can easily navigate and insert links between related pages and websites as HTML is heavily used to embed hyperlinks.
- **Web documentation**. HTML makes it possible to organize and format documents, similarly to Microsoft Word.

Javascript

Javascript is used by programmers across the world to create dynamic and interactive web content like applications and browsers. JavaScript is so popular that it's the most used programming language in the world, used as a client-side programming language by **97.0% of all websites**. Client-side languages are those whose action takes place on the user's computer, rather than on the server.

JavaScript is versatile enough to be used for a variety of different applications, like software, hardware controls, and servers. JavaScript is most known for being a web-based language, because it's native to the web browser. The web browser can naturally understand the language, like how a native English speaker can naturally understand English.

CSS

Cascading Style Sheets, fondly referred to as CSS, is a simple design language intended to simplify the process of making web pages presentable.

CSS handles the look and feel part of a web page. Using CSS, you can control the color of the text, the style of fonts, the spacing between paragraphs, how columns are sized and laid out, what background images or colors are used, layout designs,variations in display for different devices and screen sizes as well as a variety of other effects.

CSS is easy to learn and understand but it provides powerful control over the presentation of an HTML document. Most commonly, CSS is combined with the markup languages HTML or XHTML.

WAMP Server

WAMP is an acronym that stands for Windows, Apache, MySQL, and PHP. It's a software stack which means installing WAMP installs **Apache**, **MySQL**, and PHP on your operating system (Windows in the case of WAMP). Even though you can install them separately, they are usually bundled up, and for a good reason too

1. "**W**" stands for Windows, there's also LAMP (for Linux) and MAMP (for Mac).
2. "**A**" stands for Apache. Apache is the server software that is responsible for serving web pages. When you request a page to be seen by you, Apache grants your request over HTTP and shows you the site.
3. "**M**" stands for MySQL. MySQL's job is to be the database management system for your server. It stores all of the relevant information like your site's content, user profiles, etc.
4. "**P**" stands for PHP. It's the programming language that was used to write WordPress. It acts like glue for this whole software stack. PHP is running in conjunction with Apache and communicating with MySQL.

Software Specifications

Software

- HTML Editor (Microsoft VS Code/ CoffeeCup HTML Editor)
- WAMPServer (version 3.2.6 64 bit X-64)

System Specifications:

Processor: X86_64 Compatible Processor with 2.7GHz Clock Speed (i.e., Intel i3, i5)

RAM: More than 8GB is Recommended

Storage: SSD is Recommended

Problem Statement

Develop an web application to Create a Flash card game.

Target Audience

Flash cards are a simple, versatile, yet often underexploited resources .Flash cards can be bright and colourful and make a real impact on visual learners. For children at reading age, flash card games can be used in conjunction with word cards. Flash card games are a really handy resource to have and can be useful at every stage of the class. They are a great way to present, practise and recycle vocabulary and when students become familiar with the activities used in class, they can be given out to early-finishers to use in small groups.

About the Game

Flash Card Game is a web app that displays a desk of different flash cards on the screen containing different questions one after the another. Each of the question has two options out of which there is only one correct answer. The user can proceed to the next question only after he answers the current question, ifthe user answers the question correctly, he gets a point added to his score that appears to the right of the screen, otherwise, the score remains the same and the next question is displayed. The user's final score is stored along with his name and can be accessed when required.

Menu screen

The menu screen displays only a flash card containing the question and its corresponding
options. It is to be noted that only one of the options displayed is the correct answer to the
given question

The menu screen is created by a combination of html code(to form the basic web page), css styles (to enhance the web page) and javascript functions (to take necessary inputs from the user and respond accordingly).

Behaviour of menu screen:

- The flashcard menu items are taken from the titles in constants.js
- The menu items should appear in the order they appear in the FLASHCARD_DECKS array
- When you click on a menu item, the menu screen should become hidden and the user should be taken to the Flashcard screen, loaded with the words deck associated with the selected menu item.
- The menu should work even if you changed the values of FLASHCARD_DECKS (while keeping the same general data format). For example, your menu should **not** be hardcoded to work for only three menu items.

Technologies Used

Front End and Back End: Frontend and Backend are the two most popular terms used in web development. These terms are very crucial for web development but are quite different from each other. Each side needs to communicate and operate effectively with the other as a single unit to improve the website's functionality.

1. Front End Development: The part of a website that the user interacts with directly is termed the front end. It is also referred to as the 'client side' of the application. It includes everything that users experience directly: text colors and styles, images, graphs and tables, buttons, colors, and navigation menu. HTML, CSS, and JavaScript are the languages used for Front End development. The structure, design, behavior, and content of everything seen on browser screens when websites, web applications, or mobile apps are opened up, is implemented by front End developers. Responsiveness and performance are two main objectives of the Front End.

Front end Languages: The front end portion is built by using these languages:

- **HTML**
- **CSS**
- **JavaScript**

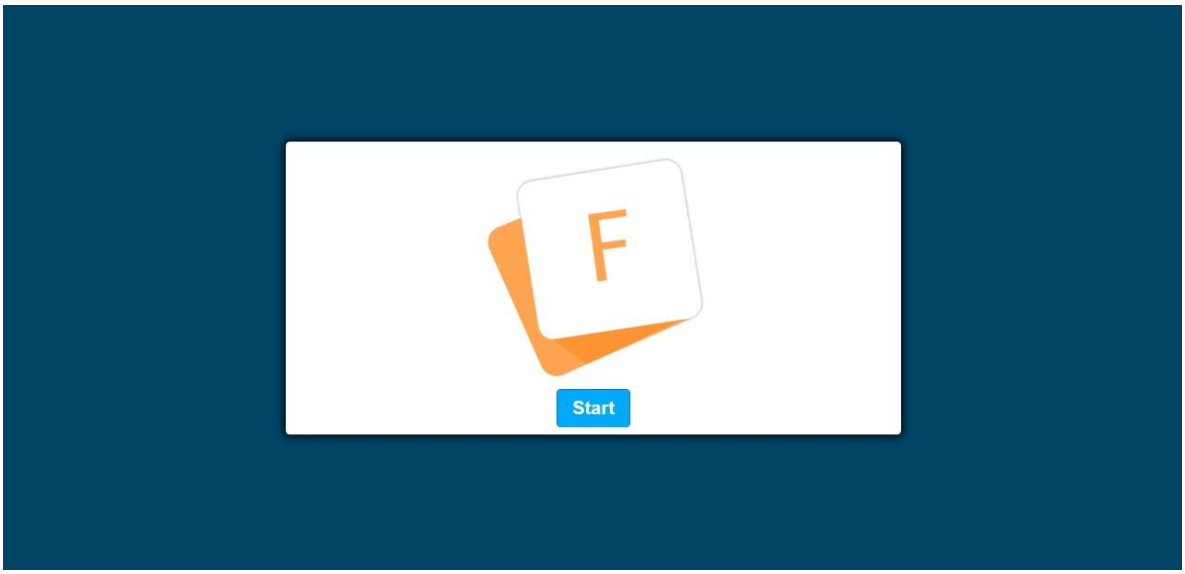
2. Backend Development: Backend is the server-side of the website. It stores and arranges data, and also makes sure everything on the client-side of the website works fine. It is the part of the website that you cannot see and interact with. It is the portion of software that does not come in direct contact with the users. The parts and characteristics developed by backend designers are indirectly accessed by users through a front-end application.

Back end Languages: The back end portion is built by using:

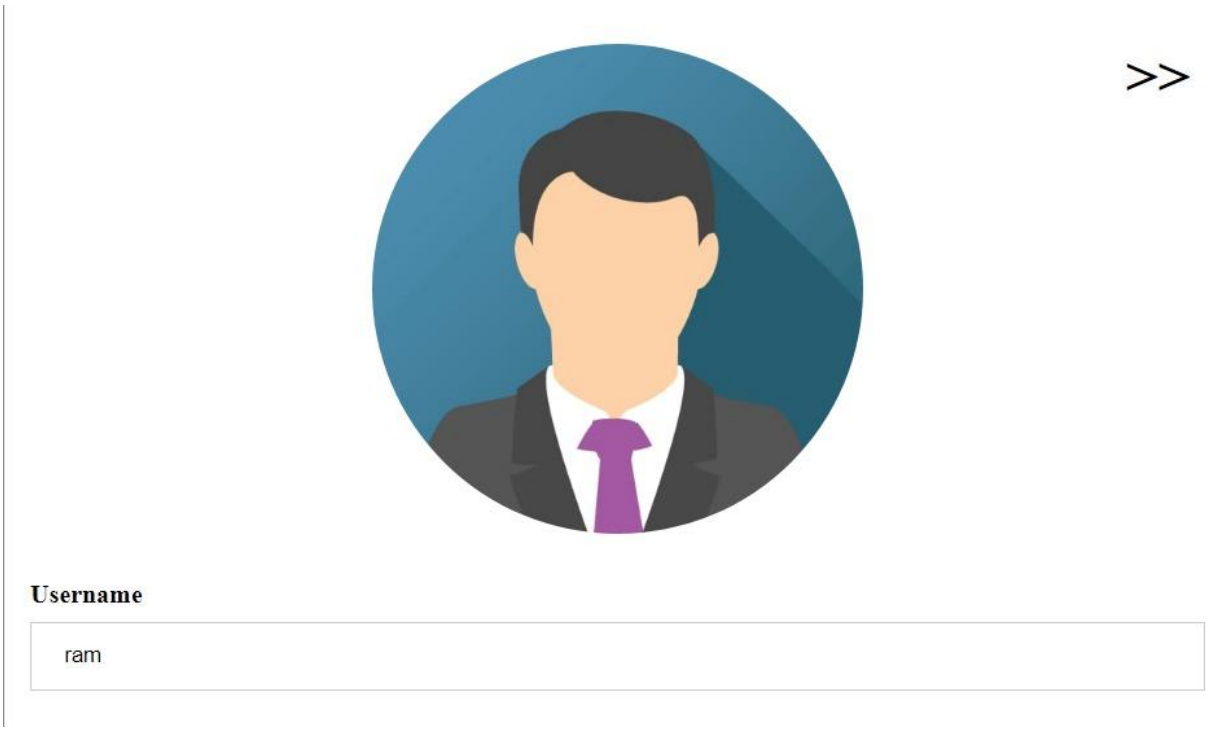
- **PHP:** PHP is a server-side scripting language designed specifically for web development. Since PHP code executed on the server-side, so it is called8 a server-side scripting language.

Outputs:

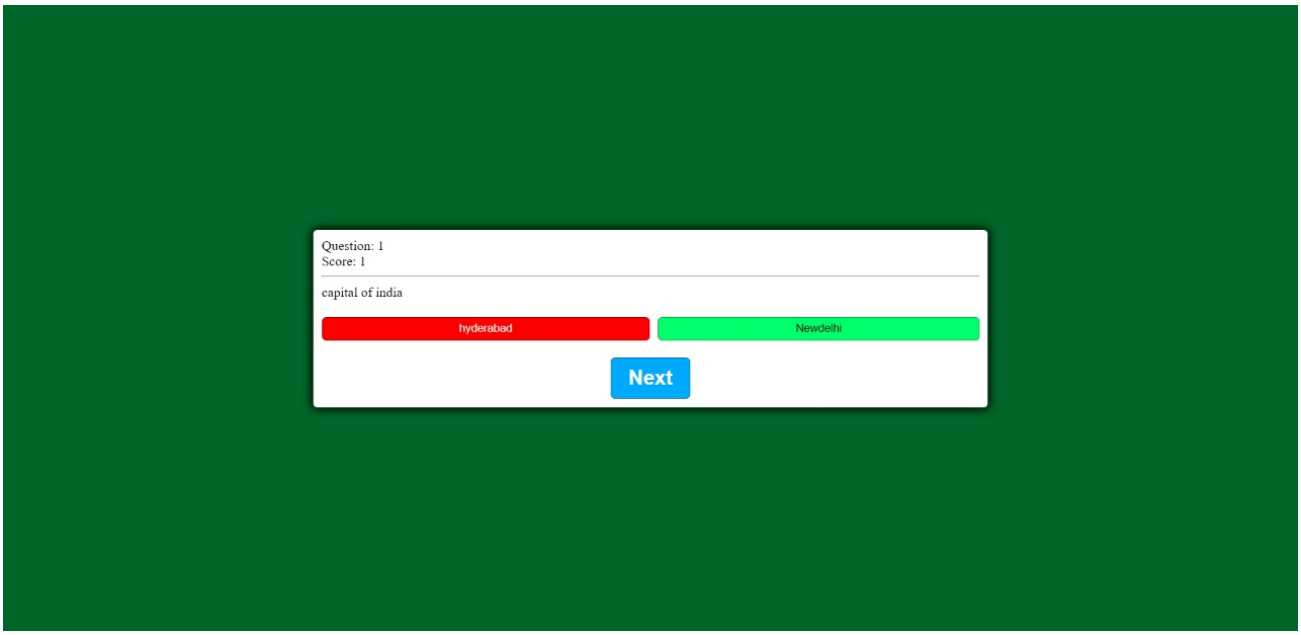
Main Screen:



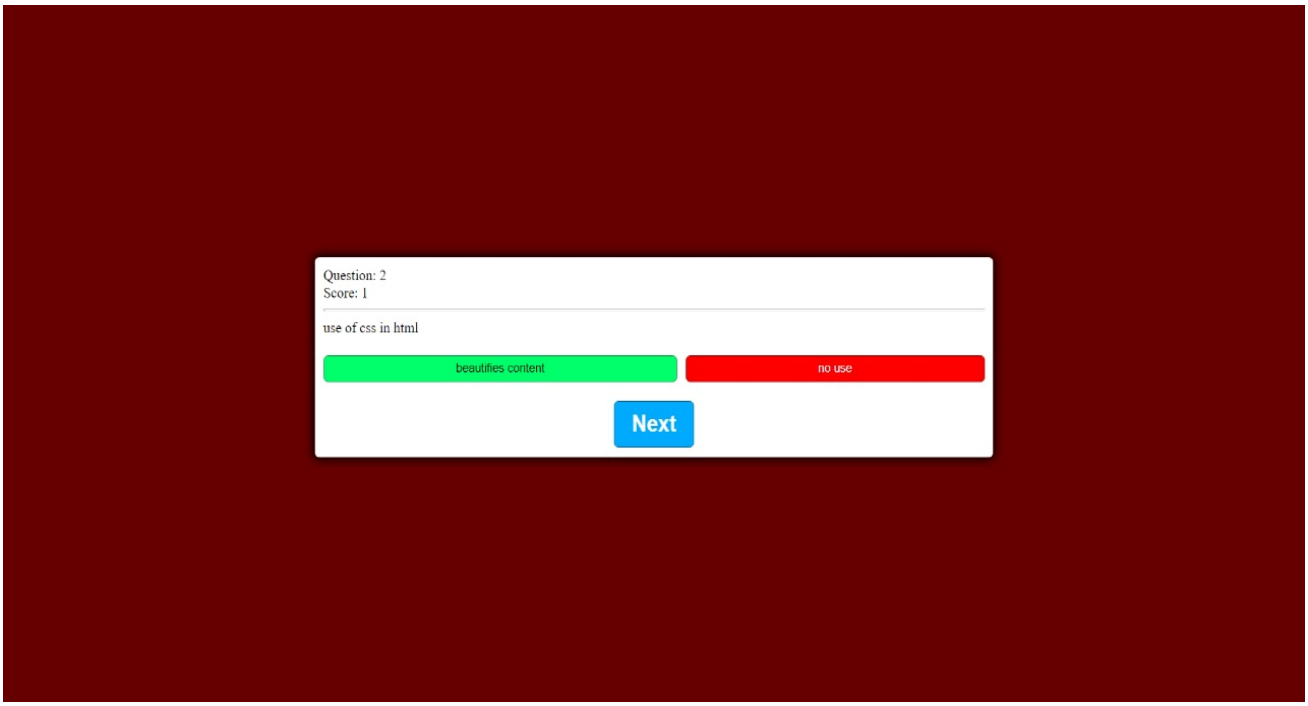
Username input from the user:



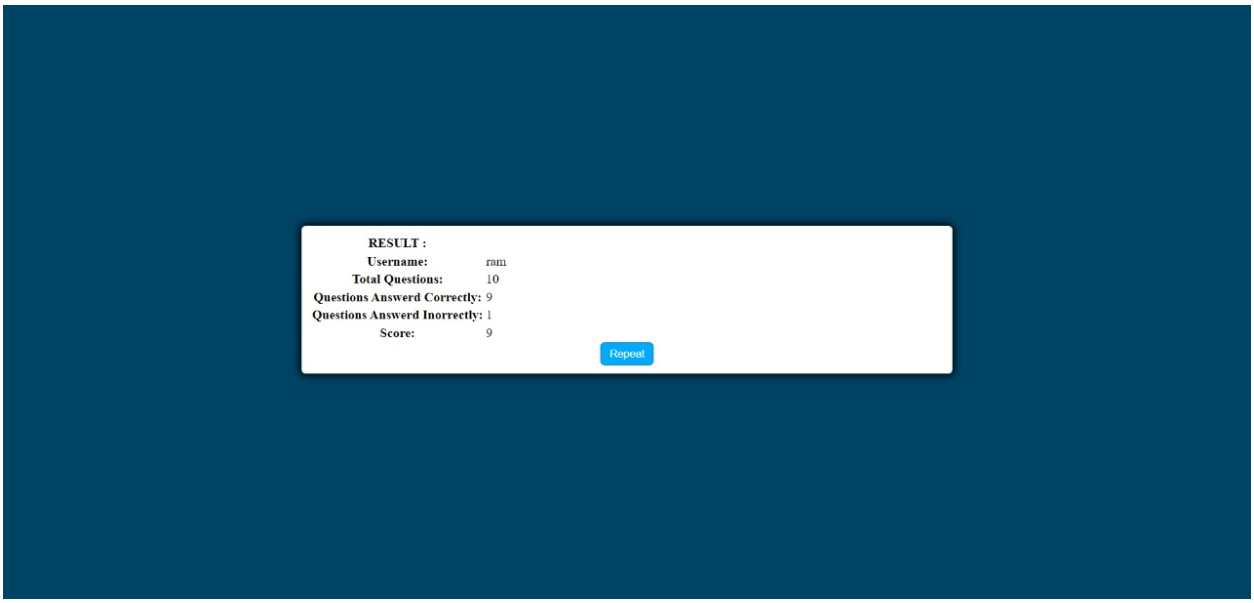
Screen when correct answer is selected:



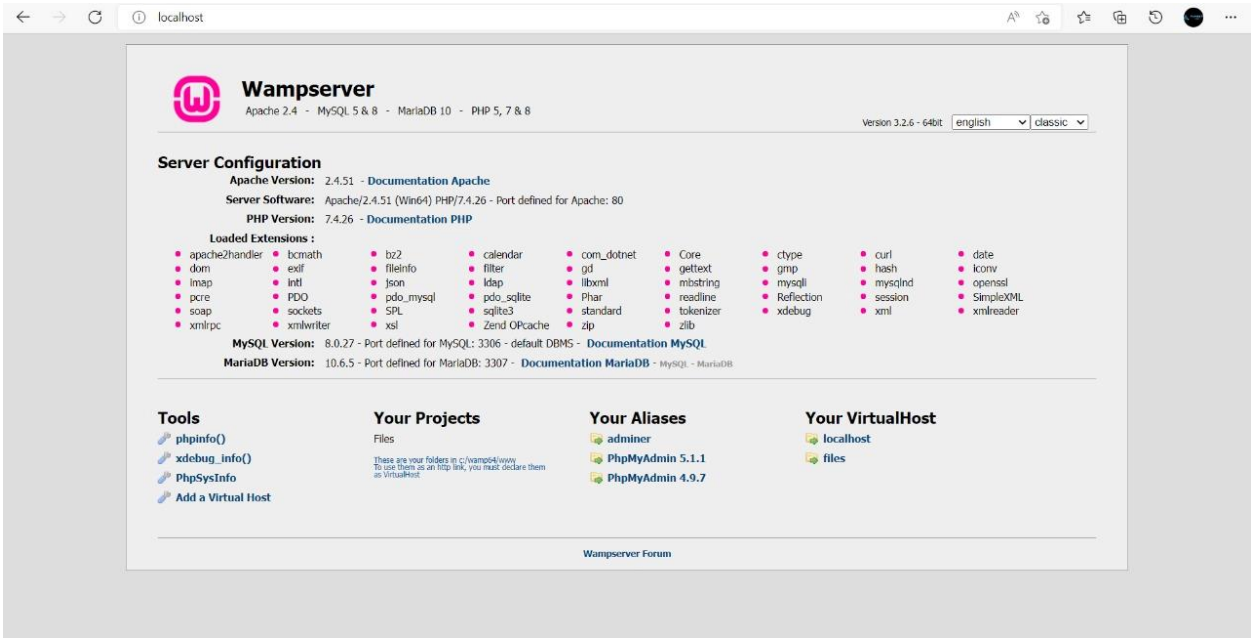
Screen when wrong answer is selected:

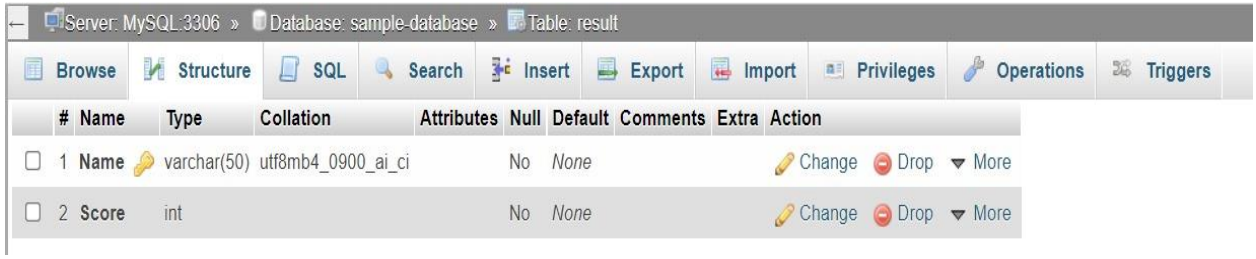


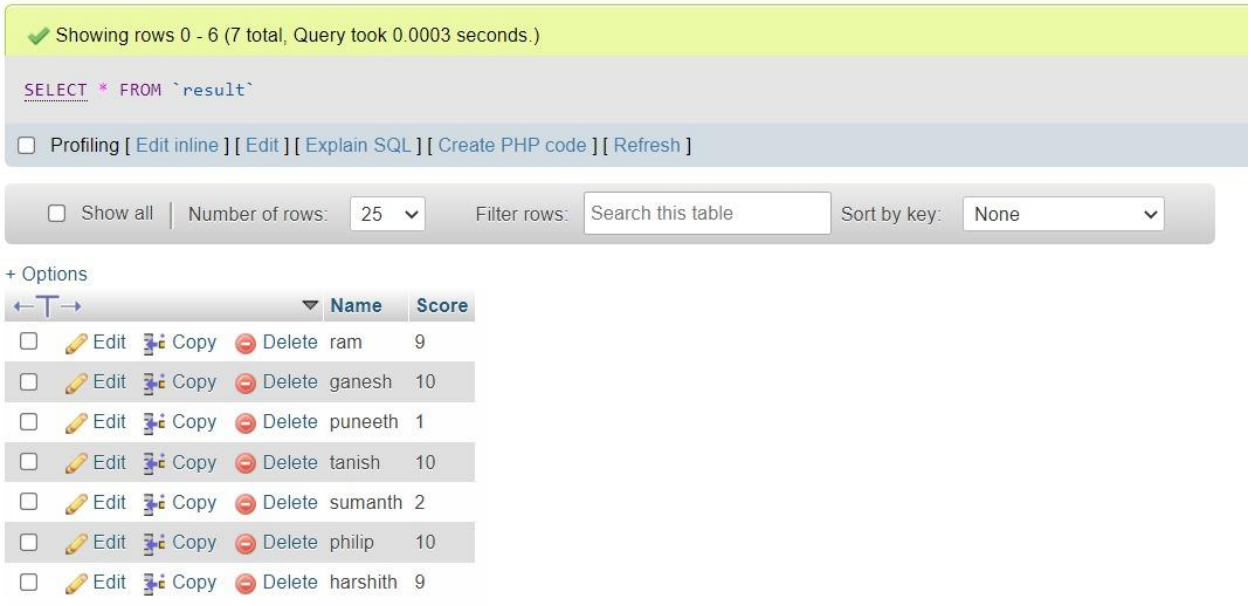
Result Screen:



Database Design:




Server: MySQL:3306 » Database: sample-database » Table: result
Browse
Structure
SQL
Search
Insert
Export
Import
Privileges
Operations
Triggers
Name Type Collation Attributes Null Default Comments Extra Action
1 Name varchar(50) utf8mb4_0900_ai_ci No None Change Drop More
2 Score int No None Change Drop More


Showing rows 0 - 6 (7 total, Query took 0.0003 seconds.)
SELECT * FROM `result`
Profiling [Edit inline] [Edit] [Explain SQL] [Create PHP code] [Refresh]
Show all | Number of rows: 25 Filter rows: Search this table Sort by key: None
+ Options
Name Score
Edit Copy Delete ram 9
Edit Copy Delete ganesh 10
Edit Copy Delete puneeth 1
Edit Copy Delete tanish 10
Edit Copy Delete sumanth 2
Edit Copy Delete philip 10
Edit Copy Delete harshith 9