
Lab 4: JS Conditional Statements and Switch Case [JavaScript ES6]

Learning Outcomes:

- Learn how and when to use Conditional If/Else statements in JS
- Learn how and when to use Switch cases in JS

Instructions:

- The main purpose of this lab is to help you understand how to use conditional statements. As covered in the previous labs, you will also manipulate HTML elements using JS based on conditions that are mentioned in this handout.
- For this lab, you will be expected to create a simple HTML page (i.e., **index.html**) and a linked external JS script (e.g., **script.js**) for the following two tasks:

(a) Using a Switch case for dynamically changing the background colour of a container element:

- i. Add a HTML `<select>` element with the days of the week (i.e., Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday) as values for its nested `<option>` elements.
- ii. Ensure the `<select>` element is nested within a container element like a `<div>` element. **The `<select>` element should not be nested inside any form element.**
- iii. On selecting the different values on the select element, the background colour of the container (e.g., `<div>`) should change. You may choose any colour for each of the `<option>` values, as long as each colour is unique. You must implement this functionality through a **Switch Case**.

Note: You have complete creative freedom on the look-and-feel of your webpage, you may also use any CSS framework or front-end library to design your webpage, as long as its use is customized and documented in the README file.

(b) Working with form data:

- i. Add a `<form>` element to your index.html file. Within the `<form>`, add an `<input>` element and a submit button on the page.
- ii. The input element should accept a number. On clicking the submit button, write a function that determines the following:
 - Check whether the input number is odd or even.
 - Check whether the input number is a prime number (the number that is only divisible by 1 and itself) or a composite number (not prime).
 - Check the range of the input number:

- Less than or equal to 50
- Greater than 50 and Less than or equal to 75
- Greater than 75 and less than or equal to 100
- Greater than 100

iii. Display a message consisting of all the above results. For example, if the input number is 88, the message will be *“The number entered is an even composite number greater than 75 and less than 100”*.

Note: There is no additional processing expected for the data in this lab, the function you create for this lab is simply expected to fetch and display the form data on the webpage. You **may not** use any readily available JS library to help you in the completion of this lab.

- As in previous labs and as specified in the **Submission Section**, for Lab 4 you will be expected to submit a README file, a Git Repo, and a remotely accessible lab on Timberlea. *See **Brightspace Lab 4 module**.*
- Ensure you have set the proper file and folder permissions for your Lab 4 work.

Note: For your files to be accessible through a browser for testing and grading, you must ensure you are using the correct file permission settings on your files and folders. On a shared server, such as Timberlea, it is recommended to use **‘755’** (i.e., **rw-r-xr-x**) on folders, and **‘644’** (i.e., **rw-r--r--**) on individual files. You can set your file permissions easily through an FTP client by right clicking on the file or folder you want to set specific permission settings. Depending on your FTP client, you will need to click on **‘Get Info’** or **‘File Permissions’**. Once on the file permissions window, you can simply enter the numeric value described above.

- Visit <https://web.cs.dal.ca/~yourCSID/csci3172/lab4/> on any browser and ensure you can view your work.

Note: Failure to submit your work through Timberlea will result in a grade of **ZERO (0)**. Failure to ensure your work is remotely accessible through a web browser, using the specified URL will result in a grade of **ZERO (0)**. If you can see your work through the specified URL, then the TAs and Instructor will also be able to view and mark it.

- Regarding the look-and-feel of your assignment, you have complete creative freedom for this assignment. You are encouraged to work towards an aesthetically pleasing website that applies the design and development principles you have learned thus far in your academic and/or web development career. You may use Creative Commons images and/or logos with proper author attribution (provided through code comments, and/or **README.txt** file).

Note: Do keep in mind that as part of this assignment, you are expected to work individually, you may discuss ideas with your classmates, but do refrain from sharing any code.

- **Include in your README.txt file**, the URL from which your lab can be accessed. All pages you develop for this assignment will need to be accessible through that link.

Note: If you decide to use and modify any existing code, e.g., code found on online or printed sources or code used during in-class/tutorial examples, you are expected to provide author attribution in your code comments, and a more detail explanation of your sources in your README file (i.e., providing an explanation of why the piece of code is necessary for your work, where, how and why the code or section of code was modified). Keep in mind that simply stating “code was modified” does not provide sufficient information required in your programming assignments.

Submission:

- For this lab, you will need to **submit your work through Timberlea, Brightspace, and GITLab as follows:**

Submitting your Work through Timberlea

- As part of this lab, you will need to create a ‘**lab4**’ directory inside of your ‘**csci3172**’ directory on Timberlea. *See Lab 1 instructions on how to log onto Timberlea using an FileZilla, and create directories.*
- Once you have completed your lab, upload your work into your ‘**lab4**’ directory on Timberlea.

Note: You will need to ensure your submission includes all required files needed for your Lab 4 (i.e., image files, stylesheets, folders), and that your new directory and individual files have the correct **folder permissions**(i.e., **755**) and **file permissions** applied (i.e., **644**), respectively.

- Your Lab 4 submission will be expected to follow proper folder structure, i.e., images should be inside an ‘image’, ‘images’, or ‘img’ folder, CSS stylesheets should be inside a ‘styles’ or ‘css’ folder, and JS scripts should be inside a ‘script’ or ‘js’ folder.
- Ensure you have set the proper file and folder permissions for your Lab 4 work.

Note: In order for your files to be accessible through a browser for testing and grading, you must ensure you are using the correct file permission settings on your files and folders. On a shared server, such as Timberlea, it is recommended to **use ‘755’ (i.e., rwxr-xr-x) on folders**, and **‘644’ (i.e., rw-r--r--)** on **individual files**. You can set your file permissions easily through an FTP client by right clicking on the file or folder you want to set specific permission settings. Depending on your FTP client, you will need to click on ‘**Get Info**’ or ‘**File Permissions**’. Once on the file permissions window, you can simply enter the numeric value described above.

- Visit <https://web.cs.dal.ca/~yourcsusername/csci3172/lab4/> on any browser and ensure you can view your work.

Note: Failure to submit your work through Timberlea will result in a grade of **ZERO (0)**. Failure to ensure your work is remotely accessible through a web browser, using the specified URL will result in a grade of **ZERO (0)**.

- No validation is required for this lab as JS cannot be validated as HTML and CSS can be.

- Test your lab to ensure cross-browser compatibility. In this case, you are looking for your functions to be consistent across browsers.

Submitting your Work through Brightspace

- Download the **README template** available on Brightspace. *See Resources section on left-hand side menu on Brightspace.* There are TWO versions of this template, you may use whichever you feel more comfortable with.
- Edit the README template to include any citations for your code and/or images used for this Lab.

Note: If the work you are submitting as part of your Lab is work done by you without the use of any external sources, then please specify so within your README file.

- Depending on the version of the template you chose, rename your README file as:

L#_LastName_FirstName_README.md OR L#_LastName_FirstName_README.txt

Note: Ensure your README file includes the URL to your Lab for remote access.

Submitting your Work through GitLab

- Create a **git** repository on the **FCS Gitlab site**, and clone it to your local system using the following command:

```
git clone *your repo https link*
```

- Copy the HTML or JS file to the local copy of your repo and push it to the git repo using the following commands:

```
git add .
```

```
git commit -m "your commit message"
```

```
git push
```

- Setup your GITlab repo as a private project and add the course **Teaching Assistants (TAs)** and **Instructor** as 'Maintainers' to your project, using their **CS IDs**. *See Lab 1 Brightspace module.*

Note: The CSIDs for this course will be provided during our lab session. Failure to add the course CS ID as 'Maintainer' for your work on GitLab will result in a maximum possible grade of 50%.

Marking Rubric:

The following grading criteria will be used for marking your lab:

| Dimensions | Does Not Meet Expectations | Meets Expectations | Exceeds Expectations |
|---|--|---|--|
| Switch case implementation (35%) | Student's JavaScript file is empty or does not include code to implement the given task. (0- 5 points) | Student's HTML file has a Select element enclosed in a div but the div's background does not have different unique colors on change of the values in Select element. (15 - 25 points) | Student's HTML file has a Select element enclosed in a div and the div's background has different unique colors on change of the values in Select element. (35 points) |
| If/Else Implementation (35%) | Student's JavaScript file is empty or does not include code to implement the given task. (0 – 5 points) | Some cases of input value are throwing the wrong message; messages are not properly displayed on the HTML page. (15 - 25 points) | Proper message given for all cases of input value; messages are properly displayed on the HTML page. (35 points) |
| Git repository (15%) | Code is not pushed to repo and none/some of the course TAs or Markers and/or the Instructor were given Maintainer access. (0 points) | | Code is properly pushed to git repo. All TAs and Markers and Instructor added as maintainers. (15 points) |
| Timberlea (10%) | Code and files are not properly uploaded to Timberlea. (0 points) | Code is properly uploaded on Timberlea but the URL is not as per requirements. (5 points) | All files are uploaded to Timberlea with proper access provided to each file and folder. (10 points) |
| README.txt | Student's did not submit a README.txt file and/or did not edit the template as expected. (-100 points) | | Student's submitted a README.txt file properly edited to include all sources used. (0 points) |