Biographies 0

Model – Swimmer.cs

Naming

The model for our Biographies page is a list of Olympic swimmers. We have two similar constructors. There is a version for swimmers who use their middle name, and one for those who don't. In this object type, it is important to have separate properties for each name. They are key to finding the path to the files that describe each swimmer. Each file is named using the same structure. First, the athlete's initials should be written in upper case letters, including the middle one when concerned; then, their birthday, in DD.MM.YY format. This is their ID.

Parameters

Each constructor has the same base parameters: their first name, their last name, their birthdate, birth month and birth year, the country they represent, their best swim, the number of gold, silver and bronze medals they have won to this day and whether they are living or not. We need to be informed if this person is deceased because it would be inappropriate to write their current age on our page if it is the case.

Properties

This object's properties are slightly different from the constructor's parameters. Instead of separate properties for each birthday number, there is one string property that directly formats the birthdate for the file name. To further complement these numbers, there is an age property that calculates according to the given and current dates. There is also a string property that stores a text description about the person.

Files

A swimmer has three paragraphs associated with itself. We share facts about their life, aspects of their body that make them better equipped for swimming, and their biggest athletic achievements. This information is found in the previously mentioned file. Each paragraph must be separated by a minimum of one empty line. This ensures that there is no lost information and that it can be divided with subtitles. The Swimmer objects also have an Image property. For easy access, it has the same file name as the biographical information with a different extension (png, jpg, etc.) but is rather found under the images folder.

> Models
 > **Swimmer.cs**
	> wwwroot
	 > files
	  > biographies
	   > **JC00.00.00.txt**
		> wwwroot
		 > images
		  > biographies
		   > **JC00.00.00.png**

Biographies 1

View A – Biographies.cshtml

Our main **view** uses the list of instantiated swimmers in the controller. It displays an image of the person on top of a character card. In the middle, a container shows their age, name, team and best swims. The footer is where it is written how many Olympic medals they have won in their career. When a cursor hovers the card, a button pops up to open a page with more detailed information about this person.

View B – Biography.cshtml

…

> Views
  > Social
    *> **Biographies.cshtml***
	> Views
	  > Social
	    *> **ReadMore.cshtml***

Controller – SocialController.cs

The *Biographies()* **action** found in our **controller** returns a list of swimmers to display. They are instantiated in this method directly. In the future, it would be preferable to add them through a json file, since they are more accessible to non-programmers.

A second action in *SocialController* dictates the model of the *ReadMore* view. In this case, it is a simple swimmer. The *Biography(Swimmer s)* action is called inside the Biographies view when *s'* button is clicked.

> Controllers   *> **SocialController***

Biographies 2A

Stylesheet A – bio.css

This **stylesheet** determines not only the look of each character card, but also how they interact with each other. Specifically, it adds a faint blue shadow behind the cards and deepens the colour when we hover. The text also becomes lighter when hovering, to maximise the effect of the Read more button. The corners are rounded to give a more fun and youthful look. The middle section has a white background. The swimmer's name is bigger and bolder than their team and their achievements since they will be more detailed elsewhere. The footer separates each number of medals in columns with a black background and white uppercase letters.

Stylesheet B – fullBio.css

...

```
> wwwroot
  > css
    > bio.css
```

Reference(s)

[HTML | CSS] Awesome Game Characters Selection. WebDev Pills, 2021, 28:24, YouTube, <u>URL</u>

Note:

I (Elie Thibodeau) had initially called the *bio.css* file *card*.*css* and used a class named *.card* instead of the current *.swimmer*. This prevented my stylesheet from modifying the page, as the Bootstrap extension was overriding it. Bootstrap itself has a class named *.card*. Other class names such as *.container, .navbar, .row, .col* and *.visible* are susceptible to being overridden.