

## Web Scripting 1

**Assignment:** 01 – Create a Log in and out Application with JavaScript

**Course Value:** 10%

**Due Date:** Before the start of the next class (day 02)

### Assignment Description:

Create a log in and out application with HTML / CSS and JavaScript.

### Instructions:

1. Join your team members in a breakout room
  - a. The instructor will assign you to a team
2. Open the "A-01-start" folder located in the "day1" folder
  - a. All the HTML and CSS have been completed for you
  - b. All you need to do is create the JavaScript code and attach it to the "index.html" file
  - c. Consider using the Visual Studio code Live Share extension to facilitate easier collaboration with your code writing
3. Create a "script.js" file and place it inside the "scripts" folder
4. Attach the "script.js" to the "index.html" file
5. Write the JavaScript code that does the following:
  - a. When the user clicks the "Log In" button perform the following:
    - i. Prompt the user for a name using a "prompt()" box
    - ii. Output a message to the HTML page that says the following:
      1. "Hello [username]. Click the button below to log out."
        - a. Replace [username] with the name the user entered in the prompt box
    - iii. Hide and disable the login button
      1. Try the following JS code to hide and disable the button
        - a. [the log in button].style.display = 'none'; // hide
        - b. [the log in button].setAttribute('disabled', 'disabled'); // disable
          - i. Replace [the log in button] with the variable you are using to store the login button
    - iv. Show and enable the logout button
      1. Try the following JS code to show and enable the button
        - a. [the log out button].style.display = 'block'; // show
        - b. [the log out button].removeAttribute('disabled'); // enable
          - i. Replace [the log out button] with the variable you are using to store the login button

- b. When the user clicks the "Log Out" button perform the following:
  - i. Confirm with the user that they want to log out using a "confirm()" box
  - ii. If the user clicks "Ok" do the following:
    1. Output a message to the HTML page that says the following:
      - a. " You are now logged out. Click the login button to log in again."
    2. Hide and disable the logout button
      - a. Try the following JS code to hide and disable the button
        - i. [the log out button].style.display = 'none';
        - ii. [the log out button].setAttribute('disabled', 'disabled');
          1. Replace [the log out button] with the variable you are using to store the log out button
      3. Show and enable the login button
        - a. Try the following JS code to show and enable the button
          - i. [the log in button].style.display = 'block';
          - ii. [the log in button].removeAttribute('disabled');
            1. Replace [the log in button] with the variable you are using to store the login button
      - iii. If the user clicks "Cancel" or presses the "Esc" key do the following:
        1. Output a message to the HTML page that says the following:
          - a. " You cancelled the log out. You are still logged in."
  6. When the above steps are complete do either of the following:
    - a. If you finish during the afternoon lab, show your completed assignment for marking to your instructor or to the lab instructor
    - b. If you finish outside of class time, then go to The Learning Hub and find the drop box for Assignment 01
      - i. Zip up your code
        1. Make sure to include the HTML, CSS and the JavaScript files
      - ii. Upload your code to the drop box
      - iii. In your submission, let your instructor know who all the members of your team were

#### Notes:

- Email me at [Randy\\_Gulak@bcit.ca](mailto:Randy_Gulak@bcit.ca) or contact me on Slack if you have any questions
- View the included "ws1-a-01-demo.mp4" (found in the "3 - Assignment" folder) to see a demonstration of how this application should run

#### Marking Criteria:

This project will be marked out of 5 and will be marked based on the following criteria:

- |                                     |         |
|-------------------------------------|---------|
| 1) All Instructions followed        | 1 mark  |
| 2) All Technical Specifications Met | 4 marks |

**Total: 5 marks**

### Late Penalty

- Late submissions will receive a **2-mark penalty**. If you are late, the maximum mark you can receive is 3 / 5 on this assignment