

## CSCI 165 (FLEX) Lab#8

Usually, a lab is made available on Wednesday, and due by Friday midnight of the same week.

In this lab, you will create a Web page that contains a JavaScript function. Follow the steps below:

### Requirements:

#### Step 1: Download the work file

Download the **index.html** from the course website. In this lab, you only need to modify **index.html**.

**Note:** Since there is only one file, you don't have to zip it when submitting your work. Don't change the file name of "index.html".

#### Step 2: Learn the program

Look at the following scenario to have some ideas of the programming logic of the JavaScript function.

Guess, what is the first letter in my FIRST NAME?

Try a letter between A and Z

A user enters a **9** to the text box and then presses the button. The page outputs an **invalid input message**.

Guess, what is the first letter in my FIRST NAME?

Try a letter between A and Z

Invalid input! Enter a letter between A and Z

A user enters a letter **b** to the text box and then presses the button. The page outputs a **hint**.

Guess, what is the first letter in my FIRST NAME?

Try a letter between A and Z

Try a letter between B and Z

A user enters a letter **u** to the text box and then presses the button. The page outputs a **hint**.

Guess, what is the first letter in my FIRST NAME?

Try a letter between B and Z

Try a letter between A and U

A user enters a letter **t** to the text box and then presses the button. The page outputs a **correct message**.

Guess, what is the first letter in my FIRST NAME?

Try a letter between A and U

Congratulation! Correct because my name is Tony

**Step 3: Create the index.html page** (the programming logic is coded within the JavaScript function)  
Study the code to understand the programming logic.

```
1 <!DOCTYPE html>
2 <html>
3 <head>
4     <!-- LAB#7 -->
5     <!-- written by [Student Name] [Student ID] -->
6     <title>Guess my name</title>
7     <script>
8         function guessLetter() {
9             var name = "Tony"; //replace it with student name
10            var answer = 'T'; //replace it with first letter in the name
11
12            //declare another variable to store the user input,
13            //then compare this user input with answer....
14            var letter = document.getElementById("firstLetter").value;
15            letter = letter.toUpperCase(); //convert input character to upper case
16            if (letter < 'A' || letter > 'Z')
17                result = "Invalid input! Enter a letter between A and Z";
18            else {
19                if (letter > answer)
20                    result = "Try a letter between A and " + letter;
21                else if (letter < answer)
22                    result = "Try a letter between " + letter + " and Z" ;
23                else
24                    result = "Congratulation! Correct because my name is " + name;
25            }
26            document.getElementById("displayMsg").innerHTML = result;
27        }
28    </script>
29 </head>
30
31 <body>
32     <h3>Guess, what is the first letter in my FIRST NAME?</h3>
33     <div>
34         <input id="firstLetter" type="text">
35         <button id="myButton" type="button" onClick="guessLetter()">Check Result</button>
36         <p id="displayMsg">Try a letter between A and Z</p>
37     </div>
38 </body>
39 </html>
```

Replace those in the red boxes with your own information.

The format of your code is very important. Press [Tab] key (instead of spacebar) if you want to indent a statement to the right.

**Step 4: Save the index.html**

**Step 5: Launch (i.e., Run) the Web page using a browser**

- Test the page to make sure its programming logic is written correctly. Fix any error.

**Step 6: Submit the index.html (DON'T change the file name)**

Since you have only one file (index.html), upload the html file (without zipping it) to the submission link ["Lab#8\\_Desc\\_Submission"](#) on the Moodle course website.

## Assessment

The following penalties will be applied when assessing your work. Penalty will also be applied to overall quality of work. *(Note: assessment on quality is subject to the decision of the instructor)*

Web page/site do not display anything on the browser (i.e., there are error in your code, fix them before submitting you work)	-100% The most common mistake is "spelling error". Since the source code of the program is given, a request of sending your work to instructor before deadline and checking your code will not be accepted. Please use the features provided by the IDE, go through the program line by line, word by word and you can fix the error.
Requirements not fulfilled	Up to -100%; it depends on the % of requirements completed
Incorrect file name(s)	-5% per incorrect name (e.g., index.html.html, index(1).html, etc. are incorrect)
Unorganized code, improper code formatting,	Up to -30% (use Tab key instead of "a number of spaces" to make indentation, i.e., when you need to move a code statement to the right with indentation)