Day 9 Workshop – JavaScript

Purpose

The JavaScript workshop brings together the concepts and skills you have been working on during the past 8 days of the course by having you develop some website pages and add JavaScript enhancements to them. The workshop is based on a small business scenario.

This workshop includes the usual goals as well as the following:

1. To provide practice working on a deadline
2. To encourage reuse and modification of existing code

Value

This workshop is worth 30 marks which will make up 60% of your JavaScript course mark.

Due

This workshop assignment is due to be handed in at the end of Day 9 for your instructor to review and mark. Keep a copy of your files since they may be used in the PHP workshop to add PHP enhancements to your site.

Directions

The scenario for this workshop is that you have been asked to build a small website for a local travel agency. At this stage you will build the HTML pages and add some JavaScript functionality to them. At a later date you may add PHP features to them so that portions of the site can be generated from a database that is being developed by another consulting company.

You are asked to do the following:

- Build an HTML page that will be the entry page for your travel website. There should be some information about the agency, links to the other pages, and a footer area with the date formatted to have the full month name, day of the month, and the four-digit year.

- Your menu should provide links to other pages which you will also construct, as follows:

    1. Include a "Contact Us" page that has two JavaScript arrays with travel agent names and phone numbers that are used to generate a list of contact information for the agency.

    2. Include a "Vacation Package" page that has a list of vacation package descriptions to meet your client's expectations:

        - They want an image tag where a travel picture can be displayed that will change as the visitor moves the mouse over the packages. Use mouseover detection on each vacation description to swap the image for that package into the image, and replace the image with a default picture when the mouse moves out of the description.

- The agency would also like to have a small picture of an airplane that flies across the page repeatedly.

3. Include a "Customer Registration" page that will allow a customer to set up an account with Travel Experts by entering their name, address, city, province, postal code, e-mail address, and phone number which the agents will verify to establish an account for future orders. The data will be submitted to a test page (use bouncer.php) at this point, but this page may be enhanced later with server-side scripting and database access. Add form validation to check that fields have values and that the postal code is properly formatted.

4. Create a mobile menu that slides out.

5. Enhance your pages with Cascading StyleSheet code to make them look nice (good colours and background images) and provide consistency from one page to the next, and avoid the use of obsolete HTML tags and techniques.

6. Add any other feature that you feel the site could use with the time you have left. Make the pages look good, so the customers will want to come back. Examples include:

- animation
- storing data using localStorage
- countdown for vacation deals
- timezone converter
- showcase travel agents that are currently available
- add user images to the travel agents information (https://randomuser.me/)

Submission

Your instructor will give you feedback. Hand in your source code files by adding them to your sait-js repository and submitting the URL in Brightspace before the due date.

Marking Rubric

Your mark is based on submitted work. Code will be examined using the criteria in the Marking Rubric table.

PLEASE NOTE: Workshop Assignments are due at the end of the workshop day. One mark will be subtracted if the files are submitted within one week of the due date. Files submitted after one week of the due date will have one mark subtracted per additional day beyond one week that the file is late.

Marks = 30 Possible Marks

Programming	3	2	1
Code Readability	Code is well-written, with consistent indentation, adequate white-space, and avoids long lines.	Code is readable but indentation, white-space, line length could all be improved.	Code is sloppy and hard to understand.
Syntax Errors	Programs compile cleanly.	Programs have some compile errors but an attempt has been made to fix them.	Programs are a long way from compiling.
Logic Errors	Programs are free of logic errors.	Programs have some logic bugs that could not be found, but were documented and an attempt was made to fix them.	Programs have major bugs.
Meeting Requirements	Does everything the assignment requested.	Does most of what the assignment requested.	Only partially completed.
Naming Standard	Follows naming convention.	Partially follows naming convention.	Naming convention not followed.
Design	Programs are well-planned, well-organized, modular, easy to maintain or enhance.	Programs could be organized better, could be difficult to maintain or enhance.	Programs poorly organized, look like they were written without much planning.
Internal Documentation	Code is thoroughly documented.	Documentation is partially done.	Documentation is very sparse.
Header Documentation	All files contain heading documentation identifying the author, date, course module and assignment.	Some of the required information is missing.	No identifying documentation.

Submission	3	2	1
File Submission	Files are submitted to instructor by due date.	Files are submitted within one week of due date.	Files are not submitted within one week of due date. Beyond one week of lateness, one mark will be subtracted per additional day that the file is late.
Repository Readme	Files are added to Github repository. Repository clearly indicates the course code, module/assignment name and student name.	Repository is not entirely clear on the required information.	Repository has none of the required information.