Week 10: Coding Assignment

URL to GitHub Repository: https://github.com/anagalacticRuby/JS_DOM_Manip

URL to Your Coding Assignment Video: https://youtu.be/go5v_oy5xAI

Instructions:

- In Visual Studio Code, write the code that accomplishes the objectives listed below and ensures that the code compiles and runs as directed.
- Create a new repository on GitHub for this week's assignments and push this document, with your project code, to the repository.
- Include the URLs for this week's repository and video where instructed.
- Submit this document as a .PDF file in the LMS.

Coding Steps:

- Using **HTML**, **Bootstrap**, and **JavaScript** create a single page website that contains the following:
  - A Bootstrap styled table representing your choice of data.
  - A Bootstrap styled form that allows a user to add a new row to the table when clicking on submit.

Video Steps:

- Create a video, up to five minutes max, showing and explaining how your project works with an emphasis on the portions you contributed.
- This video should be done using screen share and voice over.
- This can easily be done using Zoom, although you don't have to use Zoom, it's just what we recommend.
  - You can create a new meeting, start screen sharing, and start recording.
  - This will create a video recording on your computer.
- This should then be uploaded to a publicly accessible site, such as YouTube.
  - Ensure the link you share is **PUBLIC** or **UNLISTED**!
  - If it is not accessible by your grader, your project will be graded based on what they can access.

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Screenshots of code:

```javascript
pt.js >      addRow
let headerCell = 3;
//This global variable is used when adding new rows to the table
//It starts at three since the sample table starts with 3 rows of non header cells

//An arrow function can also be used but I chose to make a regular function
//Because it's easier for me to keep track of and read
function addRow(){
    var table = document.getElementById("table");
    //First select the table element and assign a variable to it's reference
let newRow = table.insertRow(-1);
//Negative 1 is specified so that new rows are appended to the bottom of the table
let newHeaderCell = newRow.insertCell(0);
let newCell1 = newRow.insertCell(1);
let newCell2 = newRow.insertCell(2);
let newCell3 = newRow.insertCell(3);
document.querySelectorAll
headerCell++;
//First the header count is incremented by 1 for the new row of cells

newHeaderCell.innerHTML = headerCell;
//Next the newly created header cell for the new row is set to the value
//of the incremented variable.
//This makes sure each row has an accurate and updated row number

let newText1 = document.getElementById("cell1").value;
newCell1.innerHTML = newText1;
// newCell.appendChild(newText1);
console.log(newText1);

let newText2 = document.getElementById("cell2").value;
newCell2.innerHTML = newText2;

let newText3 = document.getElementById("cell3").value;
newCell3.innerHTML = newText3;
```

This code represents the javascript selecting first the table element (which has an id of table), and then using insertRow and insertCell to create a new row and cells.

Then, those new cells have their values set to the input provided by the text input fields that the user can type to. The 'header cell' is set to the value of the headerCell count + 1 each time, so that way each new created row has a corresponding and correct value for its row number.