



## Week 8: Coding Assignment

URL to GitHub Repository: <https://github.com/anagalacticRuby/MarvelousMarbles>

URL to Your Coding Assignment Video: <https://youtu.be/aC1-t3Vx3-o>

### 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:

- Style the website you made last week using **CSS** with the following requirements:
  - Use only external CSS file (no internal or inline styling)
  - Every element must be styled.
  - Create style rules using **class**, **id**, and **element** selectors.

### 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.



# PROMINEO TECH

## Week 8: Coding Assignment

### Screenshots of Code:

```
landingpage.html > <html> <body>
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8" />
  <meta http-equiv="X-UA-Compatible" content="IE=edge" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <title>Landing Page</title>
  <link rel="stylesheet" href="style.css" />
</head>

<body>
  <header id="top">
    <div class="headerlogo">
      <span>Marvelous Marbles</span>
      
      <!-- Attribution: Marbles icons created by iconixar - Flaticon -->
    </div>
  </header>
  <nav class="navBar">
    <ul>
      <li><a id="currentPage" href="landingpage.html">Home</a></li>
      <li><a href="marblegames.html">Marble Games</a></li>
      <li><a href="marbletypes.html">Marble Types</a></li>
    </ul>
  </nav>
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
<div class="loginform">
  <form>
    <label for="username">Username:</label>
    <input id="username" name="username" type="text" /><br />
    <label for="password">Password:</label>
    <input id="password" name="password" type="text" /><br />
    <input value="Submit" type="submit" />
  </form>
</div>

<main>
  <h1>Welcome to Marvelous Marbles!</h1>
  <p>
    On this website you can find information all about marbles, the popular
    spherical toy that's been around for centuries.
  </p>
  <hr />
  <h2>Marbles: A brief history</h2>
  <p>
    Marbles have been around for countless years, though it isn't exactly
    easy to pinpoint a date and time of 'when' they specifically
    originated.
    Marbles have been found within the ashes of Pompeii and the tombs of
    ancient Egyptians, but examples of marbles have been seen in Native
    American burial grounds. There have even been reports of marbles being
    found inside ancient Aztec pyramids.
  </p>
  <p>
    The earliest iterations of marbles were simple stones that had been
    abraded until smooth by a running river, with the innate roundness of
    the stones likely making them stand out. Handmade marbles have been
    crafted by artisans for centuries made of materials like clay, stone,
    or
    glass.
  </p>
</main>
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
    glass.  
</p>  
  
<p>  
    Marbles first became mass producible in 1884, where in Akron, Ohio Sam  
    Dyke created a wooden block fitted with six grooves, designed to hold  
    lumps of clay. A wooden paddle would be rolled over all the clay balls,  
    back and forth in order to create up to six marbles at once. The  
    simplicity and low cost of the tools allowed for large batches of  
    marbles to be swiftly crafted and shipped out. This ease of mass  
    production enabled the price of marbles to drop from about one penny  
    each to a bag of 30 marbles for the same price.  
</p>  
<p>  
    In 1915, the mass production of glass marbles began, thanks to a  
    machine  
    created by M.F Christensen (who also happened to live in Akron).  
    Christensen's machine consisted of a screw conveyer made up of two  
    grooved cylinders spun next to each other. A "slug" of molten glass was  
    placed between the cylinders on one end and it was gradually carried  
    down to the opposite side, simultaneously cooled and shaped into  
    a sphere by the rolling grooves. The ingenuity of this machine has  
    stood  
    the test of time, and is still the most common way to make marbles  
    today.  
</p>  
</main>  
  
<footer id="footer">  
    <a href="#top">Back to Top</a>  
</footer>  
</body>
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8" />
  <meta http-equiv="X-UA-Compatible" content="IE=edge" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <title>Marble Games</title>
  <link rel="stylesheet" href="style.css" />
</head>

<body>
  <header id="top">
    <div class="headerlogo">
      <span>Marvelous Marbles</span>
      
      <!-- Attribution: Marbles icons created by iconixar - Flaticon -->
    </div>
  </header>
  <nav class="navBar">
    <ul>
      <li><a href="landingpage.html">Home</a></li>
      <li><a id="currentPage" href="marblegames.html">Marble Games</a></li>
      <li><a href="/marbletypes.html">Marble Types</a></li>
    </ul>
  </nav>
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
<main>
  <h1>Marble Games</h1>
  <p>
    There is some terminology that should be explained when it comes to
    talking about marbles. Here is a short list of some terms to know:
  </p>
  <dl>
    <dt>Mibs</dt>
    <dd>The marbles you shoot at. Sometimes also referred to as ducks</dd>
    <dt>Mibster</dt>
    <dd>The name for a person who plays marbles</dd>
    <dt>Keeps</dt>
    <dd>
      When you are playing a marble game for Keeps, then the winner of the
      game is allowed to take one of the loser's marbles.
    </dd>
    <dt>"For fair" or Fairsies</dt>
    <dd>
      Conversely, when a game is played "for fair", then there is no
      stakes,
      play for fun!
    </dd>
    <dt>Shooter</dt>
    <dd>
      The marble you shoot with, usually shooters are larger than normal
      marbles
    </dd>
    <dt>Taw</dt>
    <dd>The marble you are shooting with, also called the shooter</dd>
    <dt>Taw line</dt>
    <dd>The line you shoot behind</dd>
    <dt>Knuckling Down</dt>
    <dd>Resting the knuckles on the ground durign the act of shooting.</dd>
    <!-- Sources: http://www.inquiry.net/outdoor/spring/marbles/terms.htm
https://arizonahistoricalsociety.org/education/esperanza/marbles/
  </main>
```



## Week 8: Coding Assignment

```
#terms -->
</dl>
<hr />
<h3>Types of Marble Games</h3>
<p>
  Now that you know some useful marble terms, take a look at some types
  of
  games you can play with marbles! Note that this list is not
  comprehensive, and there are plenty more games than just the ones
  listed
  here.
</p>
<h4>Ringer (or Ring Taw)</h4>
<div>
  <p>
    RINGER is played in a ring ten (10) feet in diameter, with thirteen
    (13) marbles arranged in the center of a cross. The object is to
    shoot
    these marbles out of the ring. The player shooting the largest number
    of marbles out of the ring in any game is the winner of that game. No
    less than two and no more than six can play in one game, except that
    in the final championship matches only two play. In preliminary
    eliminations as many as six may play in one game. All play is for
    fair
    and marbles must be returned to the referee after each game. You can
    read more about the rules of Ringer at
    <a href="http://www.american toy marbles.com/ringer_rules.
    htm">american toy marbles.com</a>
  </p>
</div>
<h5>Cherry Pit</h5>
<p>
  Cherry pit is a reverse variant of Ring Taw. A hole is dug in the
  center
```



## Week 8: Coding Assignment

```
of a ringer circle before play begins. Each player places a number of
marbles around the hole so that there is about a dozen marbles
surrounding the hole. Players take turns trying to knock marbles into
the hole. Like Ring Taw, as long as marbles are knocked into the hole
and the taw remains in the ring, players may continue to shoot. If a
taw
goes into the hole, the owner must forfeit a number of marbles and
place
them around the hole to 'buy back' his shooter.
</p>
<!-- Source: http://www-cs.canisius.edu/~salley/SCA/Articles/marbles.html
-->
<h5>Tournament Play</h5>
<p>
Ringer is the preferred game for tournament play, from tournaments like
the National Marbles Tournament in Wildwood New Jersey. It is also
played at the British and World Championship, which is an international
tournament that has team style play. 49 ducks are placed in the center
of the ring, and mibsters shoot into the group with a "tolley" (British
slang for shooter) and fight to be the first team to score 25 points.
</p>
<!-- Source: https://www.mentalfloss.com/article/29486/
brief-history-marbles-including-all-marble-slang -->
<h4>Hundreds</h4>
<p>
A game for two players. Draw a small circle or make a small hole a
suitable distance from the shooting spot. Both players shoot a marble
towards the circle. If both or neither marble stops within the circle
both players shoot again. If, however, only one player's marble stops
within the circle, that player scores 10 points and goes on shooting,
scoring 10 points each time his marble stops in the circle. This
```





# PROMINEO TECH

## Week 8: Coding Assignment

```
first player to reach 100 points is the winner and the loser hands over
a predetermined number of marbles.
</p>
<!-- Source:https://shop.houseofmarbles.com/puzzle-solutions/
marble-games-instructions/ -->

<h4>Drops (or Dropsies)</h4>
<p>
Drops is a marble game that can be played with up to 6 players, and the
objective of the game is to knock the most marbles out of the ring. To
prepare the playing field, a ring is drawn with a diameter of roughly
18
inches. Then, some number of target marbles are placed within that
ring,
preferably mibs. Players will use their own shooter marble to knock
marbles out of the ring. However instead of shooting the marbles on the
ground, marbles are instead dropped from shoulder height down at the
ring. Players will stand with their toes to the line of the ring, and
try to knock marbles out of the ring with this method of dropping them.
</p>
<p>
At the end of each player's turn, they must pick up their own marbles
and then move away from the ring. Then the next player can take their
turn, standing toes to the line with the ring.
</p>
<p>
For each marble knocked out of the ring by a player, they are credited
with one point. When all the marbles within the ring are knocked out,
points are counted up and the player with the most points is declared
the winner.
</p>
<!-- Source:https://americantoymarbles.com/dropsies_rules.htm -->
</main>
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Marble Types</title>
  <link rel="stylesheet" href="style.css">
</head>

<body>
  <header id="top">
    <div class="headerlogo">
      <span>Marvelous Marbles</span> 
      <!-- Attribution: Marbles icons created by iconixar - Flaticon -->
    </div>
  </header>
  <nav class="navBar">
    <ul>
      <li><a href="/landingpage.html">Home</a></li>
      <li><a href="/marblegames.html">Marble Games</a></li>
      <li><a id="currentPage" href="/marbletypes.html">Marble Types</a></li>
    </ul>
  </nav>
  <main>
```



## Week 8: Coding Assignment

```
<main>
  <h1>Marble Types</h1>
  <p>Featured on this page is a table of some types of marbles, along with
  a small description about the type, and the
  materials that marble is usually made of.</p>
  <table>
    <tr>
      <th>Image</th>
      <th>Description</th>
      <th>Materials</th>
    </tr>
    <tr>
      <td>
      <figcaption>Aggie Marbles</figcaption>
      </td>
      <td>Aggies get their nickname because of how similar to agate they
      look, but sometimes they can actually be made
      of agate.</td>
      <td>Agate, sometimes glass</td>
    </tr>
    <tr>
      <td>
      <figcaption>Cat's Eye Marble</figcaption>
      </td>
      <td>A cat's eye marble is one of the most iconic types and is very
      commonly mass-produced. Cats-eye marbles are
      clear with a color insert that looks almost like a cat's pupil.
      They come in many colors and varieties.</td>
      <td>Glass</td>
    </tr>
  </table>
</main>
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
</tr>
<tr>
  <td>
    <figcaption>Onionskin</figcaption>
  </td>
  <td>Onionskin marbles have a clear core covered by a thin opaque
  base color, usually white or yellow, which
    surrounds the inner core. The outer layers of colors were created
    by rolling the hot glass rod over crushed
    pieces of glass creating a speckled brightly colored marble.</td>
  <!-- Source: https://www.beachcombingmagazine.com/blogs/news/
  for-the-love-of-german-sea-marbles#:~:text=Onionskin%20marbles%20have
  %20a%20clear,a%20speckled%20brightly%20colored%20marble. -->
  <td>Glass</td>
</tr>
<tr>
  <td>
    <figcaption>Turtle Marble</figcaption>
  </td>
  <td>Turtle marbles are blue glass marbles that have swirls of green
  and sometimes yellow in them, making it look
    like seaweed or turtles.</td>
  <td>Glass</td>
</tr>
<tr>
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
</tr>
<tr>
  <td>
    <figcaption>Galaxy Marble</figcaption>
  </td>
  <td>Galaxy marbles are modern, machine-made marbles that have lots
of dots inserted in them to look like a sky
of stars. They come in a variety of colors and looks, with some
more exotic patterns being higher priced and
sold as <a id="tablelink"
  href="https://lakesuperiorartglass.com/products/
galaxy-marble#:~:text=The%20Galaxy%20Marbles%20are%20truly,
a%20unique%20explosion%20of%20sparkle.">unique
pieces of art</a></td>
  <td>Dichroic Glass</td>
</tr>
</table>
</main>

<footer id="footer"><a href="#top">Back To Top</a></footer>
</body>
</html>
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
# style.css > body
1  #currentPage {
2      background-color: navy;
3      color: white;
4  }
5
6  #ringerdiagram {
7      float: right;
8      border: double black;
9      margin: 10px 10px;
10 }
11
12 #marblelogo {
13     float: right;
14 }
15
16 #tablelink {
17     color: gold;
18     text-decoration-color: aquamarine;
19 }
20
21 body {
22     font-family: system-ui, -apple-system, BlinkMacSystemFont, "Segoe UI",
23     Roboto,
24     Oxygen, Ubuntu, Cantarell, "Open Sans", "Helvetica Neue", sans-serif;
25     border-radius: 15px 50px;
26
27     background: rgb(255, 255, 255);
28     background: linear-gradient(180deg, rgba(255, 255, 255, 1) 0%, #6a5acd
29     100%);
30 }
31
32 dd:hover {
33     color: #006500;
34     background-color: wheat;
35 }
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
dt {
  color: royalblue;
}

figcaption {
  text-align: center;
}

footer {
  text-align: center;
  background: rgb(154, 22, 154);
  background: radial-gradient(circle,
    rgba(154, 22, 154, 1) 0%,
    white(255, 255, 255, 1) 100%);
}

footer a {
  color: white;
}

h1 {
  text-align: center;
  color: teal;
  text-shadow:
    -1px 0 black, 0 1px black, 1px 0 whitesmoke, 0 -1px wheat;

  background: rgb(64, 136, 128);
  background: linear-gradient(248deg,
    rgba(64, 136, 128, 1) 0%,
    rgba(163, 246, 202, 0.9933341744901085) 79%);
  border-radius: 0%;
}
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
h2 {  
  font-style: italic;  
  background: linear-gradient(248deg, ■rgb(64, 136, 128) 0%, ■#a3f6cafd 79%);  
}  
  
h3 {  
  border-radius: 5px;  
  border-bottom: ■purple double;  
}  
  
h4 {  
  font-style: italic;  
}  
  
h5 {  
  color: ■purple;  
  font-size: 18px;  
  border-bottom: ■#006500 solid;  
}  
  
nav {  
  background: linear-gradient(0deg, ■rgb(64, 136, 128) 0%,  
    ■rgb(224, 240, 232, 1) 79%,  
    ■rgb(224, 240, 232, 1) 100%);  
}
```





# PROMINEO TECH

## Week 8: Coding Assignment

```
main {
  font-family: "Gill Sans", "Gill Sans MT", Calibri, "Trebuchet MS",
  sans-serif;
  background-color: #a3f6cafd;
  padding-left: 5px;
  padding-right: 5px;
}

p {
  text-align: justify;
  padding-left: 5px;
  padding-right: 5px;
  margin-bottom: 0px;
}

th {
  background-color: rebeccapurple;
  color: white;
}

td {
  background-color: #006500;
  color: white;
}

tr,
td:hover {
  background-color: darkblue;
}
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
.footer {  
    position: absolute;  
    bottom: 0;  
}  
  
.headerlogo {  
    font-size: xx-large;  
    font-family: Cambria, Cochin, Georgia, Times, "Times New Roman", serif;  
    background-color: transparent;  
    font-style: italic;  
    margin: 0;  
    color: lightskyblue;  
    text-shadow:  
        -1px 0 greenyellow, 0 1px black, 1px 0 black, 0 -1px black;  
}  
  
.loginform {  
    color: white;  
    background-color: darkblue;  
    float: right;  
    font-family: "Courier New", Courier, monospace;  
}  
  
.loginform label {  
    text-align: center;  
}  
  
.loginform input {  
    width: 100%;  
}
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
.navBar a {
  display: block;
  color: antiquewhite;
  padding: 14px 16px;
  text-decoration: none;
  background-color: darkcyan;
}

.navBar ul {
  background: rgb(64, 136, 128);
  background: linear-gradient(0deg,
    rgba(64, 136, 128, 1) 0%,
    rgba(224, 240, 232, 1) 79%,
    rgba(224, 240, 232, 1) 100%);

  /* background-color: cadetblue; */
  list-style-type: none;
  margin: 0;
  padding: 0;
  overflow: hidden;
  width: 100%;
}

.navBar li {
  float: left;
  text-align: center;

  border: 1px solid #bbb;
  /* This affects the border between the navigation links that rest at the
  top of all the pages */
}
```



# PROMINEO TECH

## Week 8: Coding Assignment

```
.navBar a:hover:not(#currentPage) {
  background-color: darkgreen;
}

.tableimg {
  width: 100px;
}

/* .navBar li:last-child{
  border-right:none;
} */

/*Media Query to make the navbar at the top of all pages responsive*/
@media screen and (max-width: 600px) {
  .navBar li {
    float: none;
  }
}
```

### Screenshots of working application:

**Marvelous Marbles**

Home | Marble Games | Marble Types

**Welcome to Marvelous Marbles!**

On this website you can find information all about marbles, the popular spherical toy that's been around for centuries.

**Marbles: A brief history**

Marbles have been around for countless years, though it isn't exactly easy to pinpoint a date and time of 'when' they specifically originated. Marbles have been found within the ashes of Pompeii and the tombs of ancient Egyptians, but examples of marbles have been seen in Native American burial grounds. There have even been reports of marbles being found inside ancient Aztec pyramids.

The earliest iterations of marbles were simple stones that had been abraded until smooth by a running river, with the innate roundness of the stones likely making them stand out. Handmade marbles have been crafted by artisans for centuries made of materials like clay, stone, or glass.

Marbles first became mass producible in 1884, where in Akron, Ohio Sam Dyke created a wooden block fitted with six grooves, designed to hold lumps of clay. A wooden paddle would be rolled over all the clay balls, back and forth in order to create up to six marbles at once. The simplicity and low cost of the tools allowed for large batches of marbles to be swiftly crafted and shipped out. This ease of mass production enabled the price of marbles to drop from about one penny each to a bag of 30 marbles for the same price.

In 1915, the mass production of glass marbles began, thanks to a machine created by M.F Christensen (who also happened to live in Akron). Christensen's machine consisted of a screw conveyer made up of two grooved cylinders spun next to each other. A "slug" of molten glass was placed between the cylinders on one end and it was gradually carried down to the opposite side, simultaneously cooled and shaped into a sphere by the rolling grooves. The ingenuity of this machine has stood the test of time, and is still the most common way to make marbles today.

[Back to Top](#)



## Week 8: Coding Assignment

### Marvelous Marbles

[Home](#)[Marble Games](#)[Marble Types](#)

#### Marble Games

There is some terminology that should be explained when it comes to talking about marbles. Here is a short list of some terms to know:

**Mibs**

The marbles you shoot at. Sometimes also referred to as ducks

**Mibster**

The name for a person who plays marbles

**Keeps**

When you are playing a marble game for Keeps, then the winner of the game is allowed to take one of the loser's marbles.

**"For fair" or Fairsies**

Conversely, when a game is played "for fair", then there is no stakes, play for fun!

**Shooter**

The marble you shoot with, usually shooters are larger than normal marbles

**Taw**

The marble you are shooting with, also called the shooter

**Taw line**

The line you shoot behind

**Knuckling Down**

Resting the knuckles on the ground during the act of shooting.

#### Types of Marble Games

Now that you know some useful marble terms, take a look at some types of games you can play with marbles! Note that this list is not comprehensive, and there are plenty more games than just the ones listed here.

**Ringer (or Ring Taw)**

RINGER is played in a ring ten (10) feet in diameter, with thirteen (13) marbles arranged in the center of a cross. The object is to shoot these marbles out of the ring. The player shooting the largest number of marbles out of the ring in any game is the winner of that game. No less than two and no more than six can play in one game, except that in the final championship matches only two play. In preliminary eliminations as many as six may play in one game. All play is for fair and marbles must be returned to the referee after each game. You can read more about the rules of Ringer at [americantoymarbles.com](http://americantoymarbles.com)

**Cherry Pit**

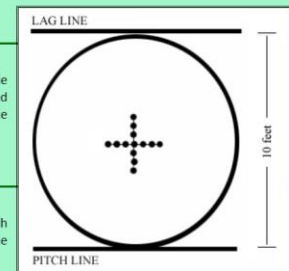
Cherry pit is a reverse variant of Ring Taw. A hole is dug in the center of a ringer circle before play begins. Each player places a number of marbles around the hole so that there is about a dozen marbles surrounding the hole. Players take turns trying to knock marbles into the hole. Like Ring Taw, as long as marbles are knocked into the hole and the taw remains in the ring, players may continue to shoot. If a taw goes into the hole, the owner must forfeit a number of marbles and place them around the hole to 'buy back' his shooter.

**Tournament Play**

Ringer is the preferred game for tournament play, from tournaments like the National Marbles Tournament in Wildwood New Jersey. It is also played at the British and World Championship, which is an international tournament that has team style play. 49 ducks are placed in the center of the ring, and mibsters shoot into the group with a "tolley" (British slang for shooter) and fight to be the first team to score 25 points.

**Hundreds**

A game for two players. Draw a small circle or make a small hole a suitable distance from the shooting spot. Both players shoot a marble towards the circle. If both or neither marble stops within the circle both players shoot again. If, however, only one player's marble stops within the circle, that player scores 10 points and goes on shooting, scoring 10 points each time his marble stops in the circle. This continues until he has scored 100 or until he misses. When he misses the turn passes to his opponent who shoots and scores until he misses. The first player to reach 100 points is the winner and the loser hands over a predetermined number of marbles.








## Week 8: Coding Assignment

*Marvelous Marbles*

Home | Marble Games | **Marble Types**

### Marble Types

Featured on this page is a table of some types of marbles, along with a small description about the type, and the materials that marble is usually made of.

Image	Description	Materials
 Aggie Marbles	Aggies get their nickname because of how similar to agate they look, but sometimes they can actually be made of agate.	Agate, sometimes glass
 Cat's Eye Marble	A cat's eye marble is one of the most iconic types and is very commonly mass-produced. Cats-eye marbles are clear with a color insert that looks almost like a cat's pupil. They come in many colors and varieties.	Glass
 Onionskin	Onionskin marbles have a clear core covered by a thin opaque base color, usually white or yellow, which surrounds the inner core. The outer layers of colors were created by rolling the hot glass rod over crushed pieces of glass creating a speckled brightly colored marble.	Glass