Term Project

This term project is designed to give you practice developing substantial JavaScript and jQuery applications using the skills that you learned so far in the course. In this term project, you will develop an application that accepts an order from the user.

General guidelines

Starting files

- You have been provided with the starting files for this project, which include the HTML, CSS, and image files. You will need to provide the JavaScript and jQuery that make the applications work.

User interfaces

- You should think of the user interfaces that are shown for the term project as a starting point. If you can improve on them, especially to make them more user-friendly, by all means do so.

Specifications

- You should think of the specifications that are given for the term project as a starting point. If you have the time to enhance the applications by improving on the starting specifications, by all means do so.
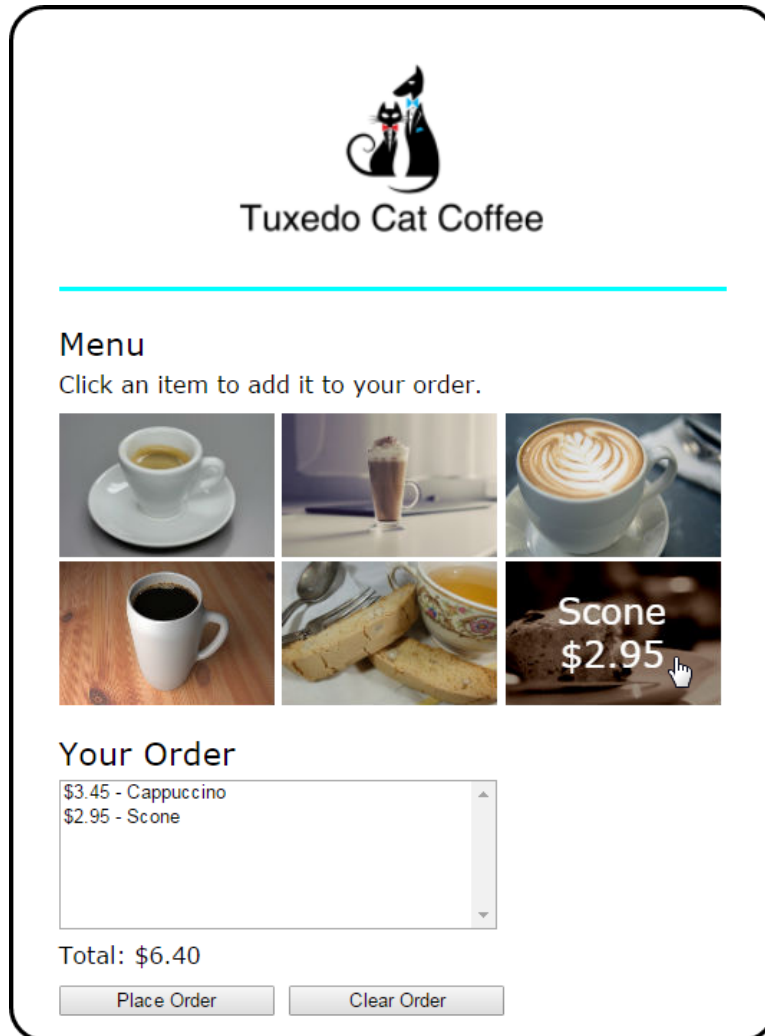
Top-down development

- Always start by developing a working version of the application for a term project. Then, you can build out that starting version of the application until it satisfies all of the specifications.

Term Project: Create the Order application

For this project, you'll create an application that allows the user to place an order at a fictitious coffee shop named Tuxedo Cat Coffee. Prerequisites: Chapters 1 to 8.

User interface

Specifications

- When the user hovers the mouse over one of the images in the menu, another image should be displayed with the description and price of the item. The id attribute of each image identifies the image to be displayed when it's rolled over.

- The rollover images should be preloaded.

- When the user clicks on an image, the order list and order total should be updated and displayed.

- If the user clicks the Place Order button, the checkout.html page should be displayed.

- If the user clicks the Clear Order button, all of the items should be removed from the order list and the total should be cleared.