

CPSC 1520 Assignment 1: Cheeper – A Gif only twitter alternative.

Introduction

This assignment builds on what you have learned in class through the exercises and assessments to this point.

This will test everything up to and including making decisions.

Overview

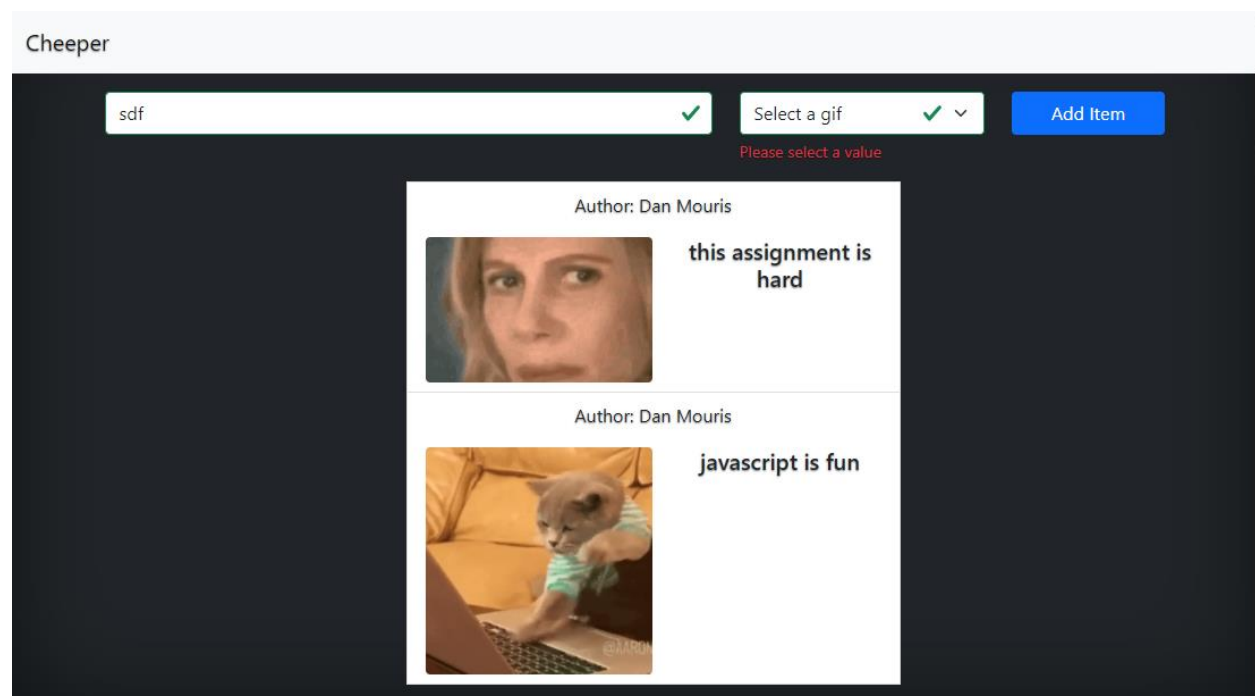
For this assignment you are required to create “Cheeper” a Gif only twitter alternative. You must be able to create “Cheeps” which are essentially tweets with gifs except you **only have 50 characters instead of twitters maximum**. You need to validate the form and a cheep needs text and a gif and show an error if it's not valid.

Below shows you some screen shots of your application that has been submitted to you by a design and you need to build out the front end functionality.

Please refer to the “**Required tasks**” section to see how to build this assignment.


Sample Functionality Example



Below shows two cheeps that have been successfully created.



Invalid Form Submission Example

Cheeper


Invalid cheep text


Select a gif  



Please select a value

Add Item

Partial Invalid Form Submission Example A.

Cheeper



Invalid cheep text



Cat  

Add Item

Partial Invalid Form Submission Example B.

Cheeper


Please select a value

Select a gif  

Add Item

Required Tasks

- An Event Listener listens to the “submit” event on the form.
 - Prevents the form from submitting to the server.
 - Gets the “cheep text” and “cheep gif” from the “elements” attribute from the “event.target” element.
 - Validates the inputs that you got from the form element (see Validation the inputs below)
 - Remove the is-invalid class from both inputs of the form are correct.
 - Creates a cheep (html in the js) only if the validation is successful.
 - Resets the values if form validation is successful
- Validation of the inputs
 - A cheep text validation function ensures the text that it’s not empty and it’s less than 50 characters and displays an error if it’s not valid.
 - Adds the “is-invalid” class to the cheep text form input element if not valid
 - A cheep gif validation function ensures that a gif is selected and is not empty.
 - Adds the “is-invalid” class to the cheep gif form input element if not valid
- Adding a “Cheep”
 - An add cheep function is created that takes two parameters is present
 - Adds the most recent cheep at the top of the list.
- Other requirements
 - The cheep form element should be focused on (the cursor should be on this element).
- The code style will be specified by your instructor.

Marking key

Tasks	Grade	Marks	Total
Form Event Listener <ul style="list-style-type: none"> • Event listener added and page does not refresh • Validation functions are called • Form does not submit if not valid and returns early. • Cheeps are added only if valid. • Form element values are reset if successful • Cheep Text Form element is focused 		1 1 3 5 1 1	
Validation of Inputs <ul style="list-style-type: none"> • Validates text and gif input successfully with the validation functions. • Displays the errors at the right time if they're not valid and removes the error messages at the right time. 		3 3	
Adding Cheeps to the page <ul style="list-style-type: none"> • Adds cheep successfully with the correct html using template strings. • Gifs do not break and use relative file paths for the image src • Most Recent cheep at top of the list. 		3 1 1	
Bonus <ul style="list-style-type: none"> • When the user types anything after a form being invalid the error message disappears. • When the select changes after a form being invalid the error message disappears. 		3	
Code Formatting and Style		-3	

Marking Rubric

Marks	5 Marks Criteria
5	Task was completed with the highest of proficiency adhering to best practices and followed subject matter guidelines all tasks were completed to a professional standard.
4	Task was completed well some minor mistakes. Well above average work shows good understanding of the task and high degree of competence
3	Satisfactory work some features missing or incorrectly implemented. Show a moderate level of understanding in the task with room for improvement.
2	Below average work. Task was poorly complete. Show understanding of the task and the requirements to implement but implementation was poorly executed.
1	Some of the task was completed. Showed a lack of understanding in the subject matter and very poorly executed
0	Not completed.

Marks	3 Marks Criteria
3	Proficient shows a high degree of competence in completing task.
2	Capable above average degree of competence in completing task
1	Satisfactory shows a satisfactory degree of competence in completing task.
0	Shows a limited degree of competence in completing task.

Marks	1 Marks Criteria
1	Task Completed satisfactorily
0	Task was not executed.

