**VETRI TECHNOLOGY SOLUTIONS**  
  
**PRACTICAL EVALUATION -2**

**MODULE NAME: JAVASCRIPT (EACH 5 MARKS) MARKS:60**

### **1.USER DASHBOARD WITH PROGRESS TRACKER**

Create a user dashboard that shows the student's progress in their courses.

**Requirements:**

Display a progress bar or percentage for each enrolled course.

Update progress dynamically as students complete lessons or exams.

Provide the option to continue where they left off.

### **2.FLASHCARDS QUIZ MODE**

Turn flashcards into a quiz game with score tracking.

**Requirements:**

Display a question and allow the user to select or type in an answer.

Provide immediate feedback on correctness.

Track the number of correct answers and display the final score.

### **3.VIDEO PLAYER FOR EDUCATIONAL CONTENT**

Embed a video player to play educational content (e.g., lectures or tutorials).

**Requirements:**

Implement play, pause, rewind, and fast-forward functionalities using JavaScript.

Display the video duration, current time, and progress bar.

Allow users to toggle subtitles or closed captions.

### **4.IMPLEMENT A SEARCH FUNCTION FOR EDUCATIONAL RESOURCES**

Create a search bar to find educational resources like articles, videos, or quizzes.

**Requirements:**

Display a list of results as the user types.

Filter the results based on keywords, categories, or resource type.

Show the title and brief description for each resource.

### **5.COURSE ENROLLMENT SYSTEM**

Implement a course enrollment system for students to enroll in available courses.

**Requirements:**

Display available courses with a "Enroll" button.

Allow students to enroll in multiple courses.

Show confirmation messages and update the dashboard to reflect new enrollments.

### **6.ASSIGNMENTS SUBMISSION AND GRADING SYSTEM**

Implement an assignment submission system where students can submit assignments and teachers can grade them.

**Requirements:**

Create an input field for submitting text or file attachments.

Display submitted assignments in a dashboard.

Allow teachers to assign grades and provide feedback.

**7. DISCUSSION FORUM FOR STUDENTS AND TEACHERS**

Implement a discussion forum where students and teachers can post questions and answers.

**Requirements:**

Display posts with replies.

Implement a "Like" or "Upvote" system for helpful answers.

Allow users to create, reply, and delete their posts.

### **8. BOOKMARKING LEARNING RESOURCES**

Allow students to bookmark useful learning resources for later reference.

**Requirements:**

Implement a "Bookmark" button for courses, articles, or videos.

Show a list of bookmarked resources on the user’s profile page.

Allow users to remove resources from their bookmarks

### **9.CHECKOUT FORM VALIDATION**

Create a checkout form with fields like name, address, and payment information. Use JavaScript to validate the form before submission.

**Requirements:**

Validate that all fields are filled out properly.

Ensure the email format is correct.

Ensure the payment details (credit card, for example) are valid.

### **10.APPLY DISCOUNT CODE**

Implement a discount code feature that allows users to enter a discount code during checkout. If the code is valid, apply a discount to the total price.

**Requirements:**

Create an input field for the discount code.

When a valid code is entered, apply a discount (e.g., 10% off) to the total price.

Show a message indicating whether the code is valid or invalid.

### **11. PRODUCT RATING SYSTEM**

Implement a star rating system for each product, allowing users to rate products from 1 to 5 stars.

**Requirements:**

Display a rating system with 5 stars.

Users can click to select a rating for each product.

Display the average rating for the product below the product name.

### **12. WISHLIST FUNCTIONALITY**

Implement a wishlist feature where users can add products they are interested in without adding them to the cart.

**Requirements:**

Add a "Add to Wishlist" button next to each product.

Display the products that have been added to the wishlist on a separate "Wishlist" page.

Allow users to remove items from the wishlist.