## Final Project «Web technologies»

The Final Project Examination of the Academic program for Major: 6B06101 Computer science, 6B06112 Data science, 6B06111 Financial Mathematics of the 1-year students of the course « SFT6307 Web technologies ». You should build and implement the Web App based on a topic that you will choose (for example: Social Media App, Drag and Drop List, Messenger or Chat App, eCommerce App, Blog, Books Application, Todo App, Fitness App/Workout Tracker etc.). The purpose of this project is to demonstrate the knowledge of frontend office systems development based on HTML, CSS, Bootstrap & JavaScript. According to syllabus of this course, as well as skills in the most important tools web technologies. This final Web App Project requires the implementation of a full-fledged web application that will have a clear goal and provide value for its users.

**Notice:** The **COURSE POLICY** is - Cheating will not be tolerated. Students caught cheating will receive a "0" **ZERO** for the assignment!

You must implement this Web App Project individually!

## Technical requirements:

- Create 8-10 HTML pages on your Web App. Project.
- 2. Use heading elements, anchor tags, images, paragraph elements.
- X. Use **HTML 5** structure for design your web page.
  - 4. Use Block & Inline elements <div> and <span>. Add <hr>> & <br/>br> tags.
  - Create and use tables: , , , <thead>, , <tfoot> elements.
- Create and tables: colspan & rowspan elements.
- Create and implements the **form** elements: **input types**, **buttons** (**radiobutton**, **checkbox**, **submit/select**, **etc.**),
- Create **menu**, **drop-down list** for nested or hidden form of menu.
- Connect and use external link for **CSS** and add **styles** for the web page. Use **color** & **background-color** properties. Use **RGB**, **Hexadecimal** & **Named** Color systems.
- Use Common **Text Properties** and **font size** basics with pixels. Implement **font-family** property.
- Use different selectors like element, child, class, nested, universal, id, pseudo-class & pseudo-element type selectors.
- Use CSS Box-Model: Width & Height, Border & Border-Radius, Padding & Margin, the Display Property, CSS Units: ems & rems to control spaces and indentation.
- Implement CSS Properties: Opacity & The Alpha Channel, the Position Property, CSS Transitions & Google fonts.
- 14. Use Responsive CSS & Flexbox. Implement Flex-Direction, Justify-Content, Flex-Wrap, Align-Items, Align-Content & Align-Self. Use and add Media Queries.

- Connect and use **Bootstrap framework** to add style in webpage. Use **Including bootstrap** & **Containers, Bootstrap buttons**. And **Bootstrap Typography** & **Utilities**. Implement **Responsive Bootstrap Grids**. Bootstrap **Forms** & **Navbars**.
- Use and connect **JavaScript files** to construct logic between **HTML & CSS**.
- 17. Use simple and template literal syntax in JS.
- **18**. Use **functional programming** (**JS**) approach in Web Project.
- 19 Use variables (let, const), functions, conditional statements (if else, switch case, ternary operator) arrays, methods for arrays, objects, and loops (for, while).
- 20. Use spread operator with Array Literals and Spread with Objects. Use Rest params.
- 21. Create and use for Each and the Map methods. Use filter & reduce methods.
- 22. Use **DOM** elements in **JS** to manipulate **HTML** & **CSS**. Use **document**, **getElementbyId**, **querySelector**.
- 23. Use and create innerHTML, textContent & innerText in DOM.
- 24. Use and implement Events. Use **OnClick** Property & implement addEventListener. Use & add Keyboard events & Event Object.
- 25 Implement Form events & PreventDefault.
- 26 Use Prototypes, Classes & Object-oriented programming. Add Constructor functions. Use extends & super keywords.
- 27. Create 2-3 **buttons** for **Modal windows** (named "Modal Window 1", "Modal Window 2", "Modal Window 3").
- 28. Create **registration form** (Firstname, Lastname, Age, City birth, Region, Country, Home-address, Phone number). Implement and Make **validation** for users.
- Make a **login form**, which should have two inputs (**username** and **password** or **pin-code**).
- 30. Implement **Logout** button to exit from system.