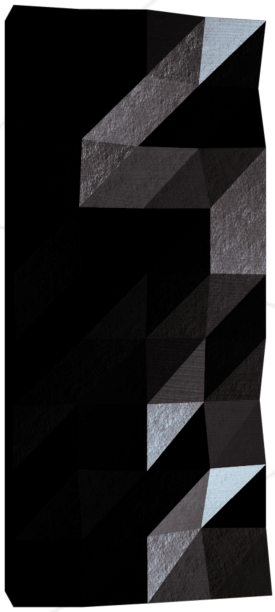

# Discovery Piscine

## Cell 3-3

*Summary: In this cell, we see how javascript works.*

*Version: 2*

# Contents

# Chapter I

# A word about this Discovery Pool

Welcome !

You will begin the first cell of this discovery pool of computer programming. We want to both show you what the code is that makes up the software you use every day, and at the same time experience peer-learning, an educational model of 42.

Programming involves logic (not math). It provides you with elementary bricks, which you assemble as you wish. There is never THE solution to a problem. There will be your solution, there will be those of each of your neighbors. Slow or fast, ugly or beautiful, if that gets the job done, that's all it takes! This assembly of bricks will constitute a series of orders (calculation, display, ...) that the computer will perform, in the order you have chosen.

Rather than giving you a course with only one solution for each problem, and which will probably be outdated in a few years, we have chosen to put you in a peer-learning situation. You are going to look for the elements that could serve you for your challenge, sort out those that are actually interesting by testing and manipulating them, and create your own program. To do this, discuss with others, exchange your points of view, find new ideas together, and finally test for yourself even to convince you that it works.

Peer-evaluation is a key moment to discover other ways of doing things, as well as special cases that you have not thought of and that could undermine your program (think about your degree of nervousness with software which crashes). Like different clients who don't pay attention to the same things, each reviewer will be different from the last. And who knows, you might have made new acquaintances for later collaborations.

At the end of this pool, you will not have done the same things as the other participants, you will not have validated the same projects, you will have chosen to do one challenge rather than another ... .and that's normal! It's both a collective and a personal experience. Everyone will benefit from what he or she experiences during this time.

Good luck to all, we hope you will like this discovery.

# Chapter II

# Introduction

What this cell will make you see :

- Discovery of how a web page works.
- Discovery of the Javascript.

# Chapter III

# General instructions

Unless explicitely specified, the following rules will apply every day of this Piscine.

- This subject is the one and only trustable source. Don't trust any rumor.
- This subject can be updated up to one hour before the turn-in deadline.
- The assignments in a subject must be done in the given order. Later assignments won't be rated unless all the previous ones are perfectly executed.
- Be careful about the access rights of your files and folders.
- Your assignments will be evaluated by your Piscine peers.
- All shell assignments must run using `/bin/bash`.
- You must not leave in your turn-in your workspace any file other than the ones explicitly requested By the assignments.
- You have a question? Ask your left neighbor. Otherwise, try your luck with your right neighbor.
- Every technical answer you might need is available in the `man` or on the Internet.
- Remember to use the Slack workspace dedicated to your piscine!
- You must read the examples thoroughly. They can reveal requirements that are not obvious in the assignment's description.
- By Thor, by Odin! Use your brain!!!

# Chapter IV

# Exercise 03: To do or not to do

|  | Exercise 03 |
|---|---|
| To do or not to do | |
| Turn-in directory : $ex03/$ | |
| Files to turn in : `index.html, todo.js` | |
| Allowed functions : `HTML, CSS, JS` | |

For this exercise, we will have to create a mini local task management. The design does not matter as long as the structure presented below is respected. Be creative but concentrate in priority on features.

The to do list will be represented by a `div` that will have as `id` attribute the value `'ft_list'`. This bloc contains the list of "TO DO". Each TO DO is represented by a div contained in the `'ft_list'` bloc. When a TO DO is created, it is placed at the top of the list. Up to you to create the element and place it in the right spot (DOM manipulation).

There must be creation button named `'New'`. When clicked, it'll open a text window (checkout the prompt function) that will allow the user to fill in a new TO DO. Once validated if not empty it must appear at the top of the list.

To remove a TO DO from the list, all you have to do is click on it. A configuration window must open and ask whether yes or no you want to remove that TO DO. If you confirm, the TO DO must disappear permanently from the DOM, it can't just be hidden.

Small additional implementation, your TO DO list will have to be saved as a cookie. If the list contains some TO DO when you close you browser, this same list must be loaded and displayed in `'ft_list'`. If the cookie(s) do not exist, then the list will be blank.

# Chapter V

# Submission and peer-evaluation

- In the `discovery_piscine` folder at the root of your home, create a new `cell03` folder and navigate to it.
- From now on, all exercises should be in the correct folder rendering. Exercise 00 in the `ex00` folder, Exercise 01 in the `ex01` folder, etc ... you get the logic.

`Please note, during your defense anything that is not present in the folder for the day will not be checked.`