

DG8002 Fall 2020 – Assignment 3

Submission Deadline: November 22, 2021 – 11.59 PM.

Objective:

The objective of this assignment is to use JavaScript to create an interactive webpage.

Task:

You will create a simple shopping cart to purchase Radiohead albums. The HTML code for the webpage is provided (assignment3.html). You are free to modify the content (the text descriptions of the items, use your favorite band albums if you hate Radiohead ☺) but do not change the structure. Below is a screenshot:

Click "add to cart" to add item

OK Computer

Price: \$10

Add Item 1 to Cart

Hail to the Thief

Price: \$15

Add Item 2 to Cart

In Rainbows

Price: \$20

Add Item 3 to Cart

Cart Total:

0

Enter Payment Amount:

Confirm Purchase

The tasks are:

1. When the user moves the mouse pointer on the album name (e.g. “OK Computer”), the details about the album appear (you can take text from Wikipedia/other sources if you are modifying content). The text should go back to the original when the mouse pointer moves away (**Hint:** use

mouseover and mouseout events).

Click "add to cart" to add item

Their third studio album. OK Computer received widespread critical acclaim and in subsequent years has been cited by listeners, critics and musicians as one of the greatest albums of all time.

Price: \$10

Add Item 1 to Cart

Hail to the Thief

Price: \$15

Add Item 2 to Cart

In Rainbows

Price: \$20

Add Item 3 to Cart

Cart Total:

0

Enter Payment Amount:

Confirm Purchase

2. When the user clicks “Add to Cart” for an item, the “Cart Total” is updated, and the button to add that specific item to cart is disabled so that it can’t be added twice. (**Hint:** to disable a button, you can use `buttonName.disable`, where `buttonName` is the variable that can access the button element).

Click "add to cart" to add item

OK Computer

Price: \$10

Add Item 1 to Cart

Hail to the Thief

Price: \$15

Add Item 2 to Cart

In Rainbows

Price: \$20

Add Item 3 to Cart

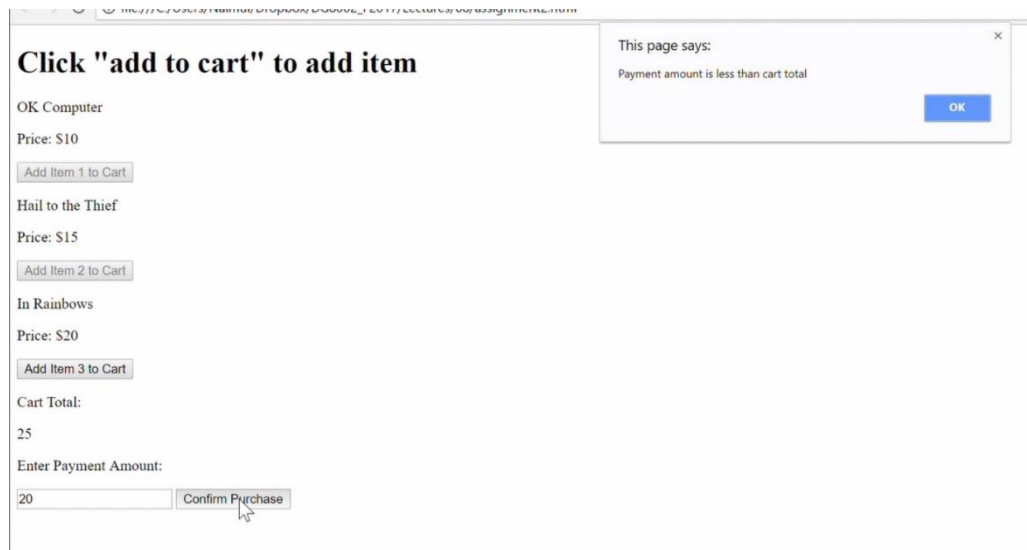
Cart Total:

10

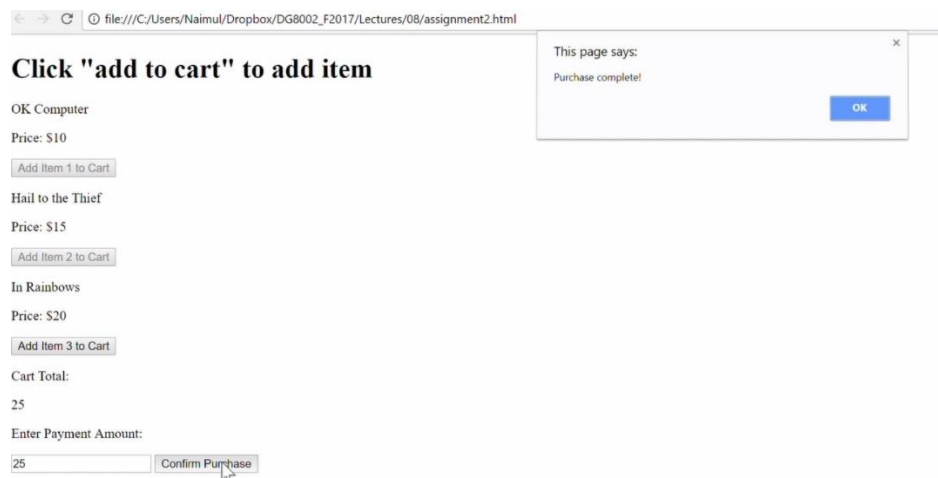
Enter Payment Amount:

Confirm Purchase

3. Finally, the user can input an amount into the input field beside “Confirm Purchase” and click the button. If the amount is less than the “Cart Total” the following alert should be shown:



Otherwise, the following alert should be shown:



Hint: To read the value of the number in the input field, you can use `elementName.value`, where `elementName` is the variable that can access the input field.

A video (.gif) of the page in action has been posted on D2L.

Marking (out of 10):

- Task 1 – 3
- Task 2 – 3
- Task 3 – 3
- Optimized code – 1 (you can do this assignment with defining only four event handler functions by clever use of the “this” keyword as shown in Lecture 8.)

Submission Instructions:

Submit your assignment3.html file (that includes the JS code under the `<script>` tag) through D2L.