程序代写代做 CS编程辅导

COMP6080 Web Front-End Programming

Tutorial 9

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Week 9, Term 3 2020

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Feedback

I've spent the last week marking Assignment 2 — overall everyone did great for such a [   ] edious assignment. Remember that it was *meant* to be p [   ] ere are a few things I've spotted that I think would be [   ] le to discuss:

- Forms should submit when you press Enter (use `<form>` with an `input[type=submit]` or a `button[type=submit]` for this submission behaviour by default)

- Time should be in `<time>` tags. See Reddit's timestamps:
  ```
  <time
      title="Sun Nov 8 00:33:17 2020 UTC"
      datetime="2020-11-08T00:33:17+00:00"
  >
      9 hours ago
  </time>
  ```

- Timestamp only shows the date, not time.

Feedback (cont.)

- Empty feed should state that it's empty and possibly prompt to follow other users.
- Having both a Follow & Unfollow button or both a Like & Unlike button.
- Alt tags not useful. Something like 'Photo posted by [username] with description [description]' would be good.
- Clickable items should have affordances like `cursor: pointer` on the :hover pseudo-class. This should be done by using the appropriate HTML elements (e.g. `<button>` or `<a>`)!
- No feedback upon successful actions (e.g. editing profile, deleting post).

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Exercise: Hamburger Menu Icon

We're going to do a   G exercise: recreating a hamburger
menu icon!

*Create an SVG element in `exercise/src/svg.html` for
a hamburger menu icon that looks identical to this. The
viewbox you should use is 0 0 100 100, and the SVG
should have dimensions 50 x 50 pixels.*

Exercise: A Simple Menu Bar

For this exercise, we will be building a menu bar. It consists of a hamburger icon that, when clicked, opens a menu with a list of links. Build the `Menu`, `Bar`, and `MenuItem` components with accompanying components.

Item 1

Item 2

Item 3

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MenuButton

This component will take two inputs:

- open boolean value that indicates whether the menu is open or closed
- onClick event handler which is triggered when the button is clicked

To ensure the menu is accessible, the button should have an `aria-label` attribute (since we are using an image button without text). It should also have an `aria-expanded` attribute that indicates whether the menu is expanded or collapsed.

You may use your SVG from before or `images/hamburger.png`.

MenuItem

This component will take two inputs:

- `title` string value which is the text to be displayed in the menu item

- `onClick` event handler which is triggered when the button is clicked, with `title` as an input parameter

Note: the `onClick` event handlers of `MenuButton` and `MenuItem` are **not** the same.

Finally, the Menu Component

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Now, use the previously constructed `MenuButton` and `MenuItem` components to construct the full menu. This component only takes one input:

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- `items` list of string values which correspond to the menu items

The menu should be closed by default.

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The Tests First

We'll be using the tests the solution, but first let's think about a few things to each of MenuButton, MenuItem and Menu. Here's what the as have:

- MenuButton
  - triggers onClick event handler when clicked
  - aria-label attribute is defined
  - sets aria-expanded to false when closed
  - sets aria-expanded to true when open
- MenuItem
  - triggers onClick event handler with title when clicked
  - renders with custom title
- Menu
  - is closed by default
  - creates a MenuItem for every provided item

One Possible Directory Structure

Before we go and implement this, I want to show you a simple approach to folder st...

Essentially, you'll hav... ...ng like:

- src/
  - index.js
  - index.css
  - components/
    - Button/
      - index.js
      - index.test.js
      - styles.module.css
    - ...

Notice that you can import Button like
`import Button from '../path/to/components/Button'`.