程序代写代做 CS编程辅导

COMP6080 Web Front-End Programming

Tutorial 9

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Feedback

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- 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>
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- Timestamp only shows the date, not time.

Feedback (cont.)

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- 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>`)!

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- 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

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

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Exercise: Hamburger Menu Icon

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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.*

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Exercise: A Simple Menu Bar

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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... and MenuItem components with accompanying compo...s.

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MenuButton

This component will ⬛⬛⬛⬛⬛ inputs:

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

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- `open` boolean v◼◼◼◼◼ 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.

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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

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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.

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Finally, the Menu Component

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

- `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

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We'll be using the te□░▒▒□he solution, but first let's think about a few things to□▒░▒each of MenuButton, MenuItem and Menu. Here's what t□▒░▒s have:

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The Tests First

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- 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

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

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One Possible Directory Structure

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Essentially, you'll hav   ng like:

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

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