

Unwrapped Code Guide

Editing Code

Although any of the HTML, CSS, or js files can be edited to include new functionality/content, there are some files that are more easily editable than others.

Any of the HTML and CSS files in the main folder are fairly straight forward and can be edited with any text editor. The content is clearly labeled and the formatting is easy to understand. To change content, simply copy and paste new content (making sure to convert special characters, add line breaks, etc.).

The js files are also straightforward and shouldn't pose a problem given an understanding of JavaScript functions and general coding technique. These can be edited to change functionality, add functionality, or remove certain features.

The pages that are not in the main folder (basics.html, index.html, glossary.html) are mostly static and will not need changing. Because of this, they were designed and implemented in Adobe Muse, which has great functionality but unfortunately pretty poor coding practice. As a result, this code is harder to navigate and change – therefore, we recommend leaving it as is unless absolutely necessary. Small changes to text or images shouldn't be too difficult, but more than that may cause complications for the page.

labels.js

To edit the information when parts of each label are clicked, edit the relevant case in labels.js to include new information or delete outdated information.

survey.js/op_survey.js and *populate_surv.js*

Survey js files shouldn't need editing – they simply use the Parse database to populate the surveys on different pages. Refer to the included Parse manual to see how to add survey questions.