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Purpose of this Faceted Collection

This faceted collection shows a list of Motorcycles. It could serve the purpose of buying new and used bikes, like for example the websites: bikesales & gumtree.

Table of Items

*Note: This table has been reduced in size here for the sake of simplicity. The assets/server-file.csv has the full 50 row table. Most of the screenshots use this.

Manufacturer	Description	Model	Year	Colour
Suzuki	Born on the racetrack and raised on the street, the MY19 GSX-S1000 is derived	GSXS1000Z	2018	Black
Yamaha	An all-new YZF-R1 for the 2007 model year was	YZF-R1	2008	Blue
Kawasaki	There aren't many motorcycles that can go head to head with success	ER6NL	2013	Green
Honda	The 'Custom' variant, introduced in 1979, had a smaller, narrower tank	CX500C	1981	Blue
Yamaha	Much more than just another trail bike, WR250R is distilled from	WR250R	2008	White
Buell	The Buell Ulysses XB12X debuted in July 2005. It had seating, ergonomics	XB1200	2005	Black
BMW	10 years since the original game-changing S1000RR impressed so mightily	S1000RR	2019	White
Aprillia	Introducing the RSV4 1100 Factory, the latest evolution in the RSV4 family	RSV4	2019	Red
Ducati	It is called Panigale V4 and it marks a new and important chapter in Ducati's history	Panigale V4	2019	Red
Suzuki	Suzuki DRZ400SM 2005 Motard Motorbike. Low Kms	DRZ400SM	2005	Black
Ducati	The new Monster 1200 fully embodies those values that have seen bikers' hearts	Monster 1200	2019	Red
Triumph	Inspired by the iconic '59 Bonneville, the T100 motorbikes are modern	Bonneville T100	2019	Black
Triumph	The new top spec Street Triple RS and new Street Triple S	Street Triple RS	2020	Black
Triumph	Faster, sharper, sweeter. Lap times tumble, twisty roads are tamed	Daytona	2015	White
Suzuki	Firebrand custom Hayabusa 2004. Low kms. Extended swing arm	Hayabusa	2004	Red
Honda	This bike presents in stunning condition. Top box and dealer warranty	CB500XA	2015	Black
BMW	2010 BMW R1200RT SE Compliance 2010 first registered 2011, 84,000km	1200RT SE	2010	Silver

Source code for filtering the table

90% of what's in scripts/utils.js is used on just one call of the filterTable function, but here it is:

```
/**
* Store an object in session storage. Automatically
 * stringifies the object before hand.
 * # @param {String} key
 * @param {Object} object
*/
function sessionSet (key, object) {
  sessionStorage.setItem(key, JSON.stringify(object));
}
/**
 * Retrieve an object from session storage. Automatically
* parses the object before hand.
* @param {String} key
*/
function sessionGet (key) {
 return JSON.parse(sessionStorage.getItem(key));
}
/**
* Store an object in local storage. Automatically
 * stringifies the object before hand.
 * @param {String} key
 * @param {Object} object
function localSet (key, object) {
  localStorage.setItem(key, JSON.stringify(object));
}
/**
 * Retrieve an object from session storage. Automatically
 * parses the object before hand.
 * # @param {String} key
function localGet (key) {
```

```
return JSON.parse(localStorage.getItem(key));
}
/**
\star Returns an object containing counts of each property in the array of
items.
*  * @param {VariableItem[]} items
function groupBy (items) {
 if (!items) return null;
 let counts = {}; // will be a 2D map
 for (const item of items) {
    for (const key in item) {
      // init 1st layer key:
      if (!counts[key])
       counts[key] = {};
      // init count 2nd layer key:
      const value = item[key];
      if (!counts[key][value])
       counts[key][value] = 1;
       counts[key][value]++;
    }
  }
 return counts;
}
/**
* Loads the "mainView" div with a table that contains the items.
* @param {VariableItem[]} items OPTIONAL. Pass in the items to display
in the table.
 * If left undefined, defaults to using the full stored items array.
function loadTable (items = sessionGet(env.STORAGE ITEMS KEY)) {
 const mainView = document.getElementById('mainView');
 const table = document.createElement('table');
 const keyTypes = sessionGet(env.STORAGE KEY TYPES KEY);
```

```
// Insert column headers:
    const row = table.insertRow();
    row.id = 'tableHeaderRow';
   for (const {key} of keyTypes) {
     const cell = row.insertCell();
     cell.innerHTML = `<b>${key}:</b>`;
     cell.id = 'tableHeaderCell';
   }
  }
  // Insert row values:
  for (const item of items) {
    const row = table.insertRow();
    for (const key in item) {
      const cell = row.insertCell();
     cell.innerHTML = item[key];
     cell.id = 'tCell';
    }
  }
 mainView.innerHTML = '';
 mainView.appendChild(table);
}
/**
* Loads the "sidebar" div with fieldsets that correspond to what is
stored in keyTypes.
* The fieldsets themselves appear in the order of which they appear in
the keyTypes array.
* @param {*} filteredItems OPTIONAL. Pass in a filtered array of items
that is
* displayed in the table. Is used for determining what to display in
each fieldset
* and the counts in a String keyType. If left undefined will use a the
 * items array in storage.
function loadSidebar (filteredItems = null) {
 const keyTypes = sessionGet(env.STORAGE KEY TYPES KEY);
```

```
const items = sessionGet(env.STORAGE ITEMS KEY);
  const mappedItems = groupBy(items)
  const filteredMappedItems = groupBy(filteredItems);
  const sidebar = document.getElementById('sidebar');
  // Remove all fieldsets from sidebar:
  for (let i = 0; i < sidebar.children.length; i++) {</pre>
    const child = sidebar.children[i];
    if (child.tagName === 'FIELDSET') {
      sidebar.removeChild(child);
      i--;
    }
  }
  for (const {key, type} of keyTypes) {
    const fieldset = document.createElement('fieldset');
    const legend = document.createElement('legend');
    legend.innerHTML = key;
    fieldset.appendChild(legend);
    fieldset.id = \ {key}-${type} \;
    switch (type) {
      case 'String':
        // Is just for displaying these checkboxes in a sorted order:
        const sortedMappedItemsByKey =
Object.keys(mappedItems[key]).sort((aKey, bKey) => {
          // Sort by count descending, then alphabetically if count is
equal:
          let aCount = mappedItems[key][aKey];
          let bCount = mappedItems[key][bKey];
          if (filteredMappedItems) {
            aCount = filteredMappedItems[key] &&
filteredMappedItems[key][aKey]
              ? filteredMappedItems[key][aKey]
            bCount = filteredMappedItems[key] &&
filteredMappedItems[key][bKey]
              ? filteredMappedItems[key][bKey]
              : 0;
          }
```

```
const countDifference = bCount - aCount;
          if (countDifference === 0) return aKey > bKey;
          else return countDifference;
        });
        // Create checkboxes:
        for (const mappedKey of sortedMappedItemsByKey) {
          let count = mappedItems[key][mappedKey];
          if (filteredMappedItems)
            count = filteredMappedItems[key] &&
filteredMappedItems[key][mappedKey]
              ? filteredMappedItems[key][mappedKey]
          const checkbox = document.createElement('input');
          checkbox.type = 'checkbox';
          const label = document.createElement('label');
          label.for = checkbox.id = `${mappedKey}Checkbox`;
          label.id = `${mappedKey}Label`;
          label.innerHTML = `${mappedKey} - <b>(${count})</b>`;
          fieldset.appendChild(checkbox);
          fieldset.appendChild(label);
          fieldset.appendChild(document.createElement('br'));
        }
        break;
      case 'Description':
        const textInput = document.createElement('input');
        textInput.type = 'text';
        textInput.id = `${key}TextInput`;
        textInput.className = 'textInput';
        textInput.placeholder = 'Enter key word(s)';
        fieldset.appendChild(textInput);
        break;
      case 'Number' :
        const upperBound = document.createElement('input');
        const lowerBound = document.createElement('input');
        lowerBound.type = upperBound.type = 'text';
        lowerBound.className = upperBound.className = 'textInput';
        upperBound.id = `${key}UpperBound`;
        lowerBound.id = `${key}LowerBound`;
        upperBound.placeholder = 'Upper bound';
```

```
lowerBound.placeholder = 'Lower bound';
        fieldset.appendChild(upperBound);
        fieldset.appendChild(document.createElement('br'));
        fieldset.appendChild(lowerBound);
        break;
    }
    sidebar.appendChild(fieldset);
 }
}
/**
\star Filter the table in the "mainView" div, update the sidebar with new
filtered fieldset values,
 * store new filter or bump previously new filter to first index.
async function filterTable () {
  const keyTypes = sessionGet(env.STORAGE KEY TYPES KEY);
 // Create filters:
  const filters = [];
  for (const {key, type} of keyTypes) {
    let filter = {key, type};
    const fieldset = document.getElementById(`${key}-${type}`);
    switch (type) {
      case 'String':
        filter.checked = [];
        for (const checkbox of fieldset.children) {
          if (checkbox.type === 'checkbox' && checkbox.checked) {
            filter.checked.push(checkbox.id.replace(/checkbox/i, ''));
            filters.push(filter);
          }
        }
        break;
      case 'Description':
        const keyWords =
document.getElementById(`${key}TextInput`).value
          .trim()
          .replace(/, | \{2,\}/g, '') // replace any , or series of more
than two spaces, with a single space
```

```
.split(' ')
          .filter(v => v);
        if (keyWords.length) {
          filter.keyWords = keyWords;
          filters.push(filter);
        }
        break;
      case 'Number':
        let wasInvalidNumber = false;
        ['upperBound', 'lowerBound'].forEach(bound => {
          const textInput =
document.getElementById(`${key}${bound.charAt(0).toUpperCase() +
bound.substring(1) } `);
          const str = textInput.value.trim();
          const num = parseFloat(str);
          if (!isNaN(num)) {
            filter[bound] = num;
            filters.push(filter);
          } else if (str !== '') {
            wasInvalidNumber = true;
            const oldPlaceholder = textInput.placeholder;
            const oldClass = textInput.className;
            const oldStyle = textInput.style;
            textInput.placeholder = `Invalid number`;
            textInput.className += ' errorShaking';
            textInput.value = '';
            // Remove invalid textInput alert after it's clicked on:
            textInput.onclick = () => {
              textInput.placeholder = oldPlaceholder;
              textInput.className = oldClass;
              textInput.style = oldStyle;
              textInput.onclick = null;
            };
          }
        });
        // Stop and display error if an invalid input was used in a
Number bound field.
        if (wasInvalidNumber)
          return;
        break;
```

```
}
  // Stop if no filters were used.
  if (!filters.length)
   return;
  const filterIndex = getFilterIndexAndLength().index;
  // Store filters in localStorage if the selected filter index is
unselected ('-' is unselected):
  if (filterIndex === '-') {
    const storedFilters = localGet(env.STORAGE FILTERS KEY);
    if (!storedFilters || !storedFilters.length) {
      localSet(env.STORAGE FILTERS KEY, [filters]);
    } else {
      storedFilters.unshift(filters);
      while (storedFilters.length > env.MAX STORED FILTERS)
      storedFilters.pop();
      localSet(env.STORAGE FILTERS KEY, storedFilters);
    }
  } else { // A previous filter was selected:
    // Bump this previous filter to the first index
    const storedFilters = localGet(env.STORAGE FILTERS KEY);
    storedFilters.splice(filterIndex - 1, 1);
    storedFilters.unshift(filters);
    localSet(env.STORAGE FILTERS KEY, storedFilters);
  // Create filteredItems:
  const filteredItems = sessionGet(env.STORAGE_ITEMS_KEY)
    .filter(item => {
      for (const filter of filters) {
        const itemValue = item[filter.key];
        switch (filter.type) {
          case 'String':
            if (!filter.checked.includes(itemValue)) {
             return false;
            }
            break;
          case 'Description':
```

```
for (const keyWord of filter.keyWords) {
              if
(!itemValue.toLowerCase().includes(keyWord.toLowerCase()))
                return false;
            }
            break;
          case 'Number':
            if (itemValue < filter.lowerBound || itemValue >
filter.upperBound)
              return false;
            break;
        }
      }
      return true;
    });
  loadTable(filteredItems);
 loadSidebar(filteredItems);
 updateFilterStorageText(1);
 updateFilterValues(1);
}
/**
 * Updates sidebar's filter values, as in checks checkboxes, fills in
text inputs, etc,
 * with what the filter has, that is stored at filterIndex.
* # @param {Number} filterIndex
* /
function updateFilterValues (filterIndex) {
  if (!filterIndex)
   return;
 // Reset all input tags:
  for (const input of document.body.getElementsByTagName('input')) {
    if (input.type === 'text')
      input.value = '';
    else if (input.type === 'checkbox')
      input.checked = false;
  }
```

```
const filters = localGet(env.STORAGE FILTERS KEY)[filterIndex - 1];
  for (const filter of filters) {
    switch (filter.type) {
      case 'String':
        filter.checked
          .forEach(key => {
            const checkbox = document.getElementById(`${key}Checkbox`)
            checkbox.checked = true;
            checkbox.className += ' pulse';
            setTimeout(() => {
              checkbox.className = checkbox.className.replace(/
*pulse/i, '');
            }, 1300);
          });
        break;
      case 'Description':
        const textInput =
document.getElementById(`${filter.key}TextInput`)
        textInput.value = filter.keyWords.join(' ');
        textInput.className += ' pulse';
        setTimeout(() => {
          textInput.className = textInput.className.replace(/ *pulse/i,
'');
        }, 1300);
       break;
      case 'Number':
        ['lowerBound', 'upperBound'].forEach(boundKey => {
          if (filter[boundKey]) {
            const bound = document
.getElementById(`${filter.key}${boundKey.charAt(0).toUpperCase() +
boundKey.substring(1); );
            bound.value = filter[boundKey];
            bound.className += ' pulse';
            setTimeout(() => {
              bound.className = bound.className.replace(/ *pulse/i,
'');
            }, 1300);
          }
        });
```

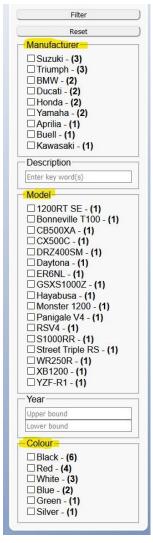
```
break;
    }
 }
}
/**
* Retrieves the current index and length that is displayed at the top
left corner of the screen.
 * Example: Load a previous filter: -/3. === { Index: "-", length: 3 }
* /
function getFilterIndexAndLength () {
 const filterStorageText =
document.getElementById('filterStorageText');
 const str = filterStorageText.innerHTML;
 return {
    index: str.substring(0, str.indexOf('/')),
    length: parseFloat(str.substring(str.indexOf('/') + 1))
 };
}
/**
 * Updates the text that is displayed at the top left corner of the
screen.
* @param {String|Number} filterIndex OPTIONAL. Set the index to this,
 * defaults to none selected, i.e. "-".
function updateFilterStorageText (filterIndex = '-') {
  const filterStorageText =
document.getElementById('filterStorageText');
 const storedFilters = localGet(env.STORAGE FILTERS KEY);
 filterStorageText.innerHTML = `${filterIndex}/${storedFilters ?
storedFilters.length : 0}`;
}
```

Test Cases for Requirements

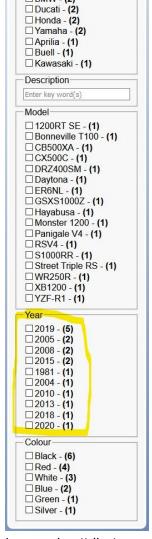
Almost all of the following screenshots are taken using the above table of items located in assets/server-file-report-version.csv. This is adequate enough to show everything needed to prove the requirements have been met. All screenshots are located in screenshots directory.

Standard requirements:

1. Supports three categorical attributes. Note a numeric attribute can be converted into a categorical one by replacing a number with an interval:



1-three categorical attributes.jpg

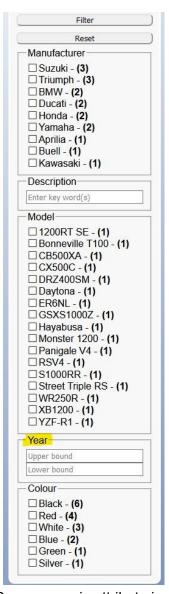


1-numeric attribute can be converted to categorical.jpg

Manufacturer, Model and Colour are the three categorical attributes. Categorical attributes are referenced as a "String" type of filter in the code. This type of filter is a list of input tags with attribute type="checkbox".

The second screenshot shows a numeric attribute displayed as a categorical one instead.

2. Supports one numeric attribute. This attribute will be filtered using two input fields (or similar) that allow a user to enter a numeric range as a lower bound and upper bound.

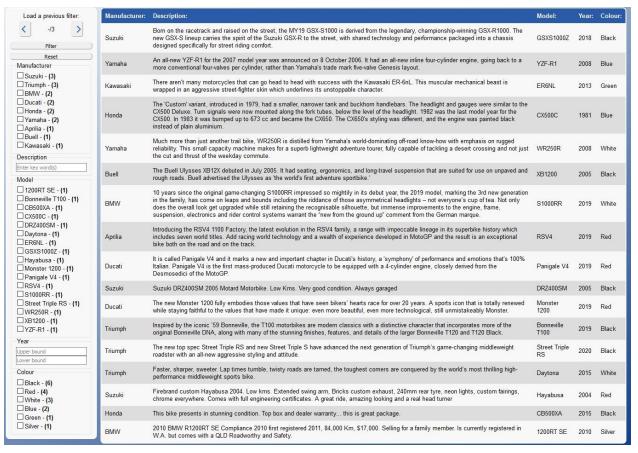


2-one numeric attribute.jpg

Year is the one numeric attribute. In the code, it is referenced as a "Number" type of filter. Number filters have an upper and lower bound which are boths input tags with attribute type="text". Both bounds are inclusive, meaning, if you type in 2010 for the upper bound, it filters by <= 2010.

3. The initial state for the web page is: all filters are unset and the entire table of items (i.e. the whole collection) is shown:

The following screenshot shows the webpage as is, when it first loads. All filters are unset and the full list of items is shown.



unfiltered page.jpg

4. The web page shows a filter for each categorical attribute. A filter could be implemented as a list of radio buttons or a list of checkboxes or some equivalent, where each element in the list is for an attribute value. For example, for an attribute colour filter the list could be for 'red', 'green' etc. Note the user must be able to see all values at a glance without any keyboard or mouse interaction, so a dropdown menu will not be acceptable.

See requirement 1's answer and screenshots.

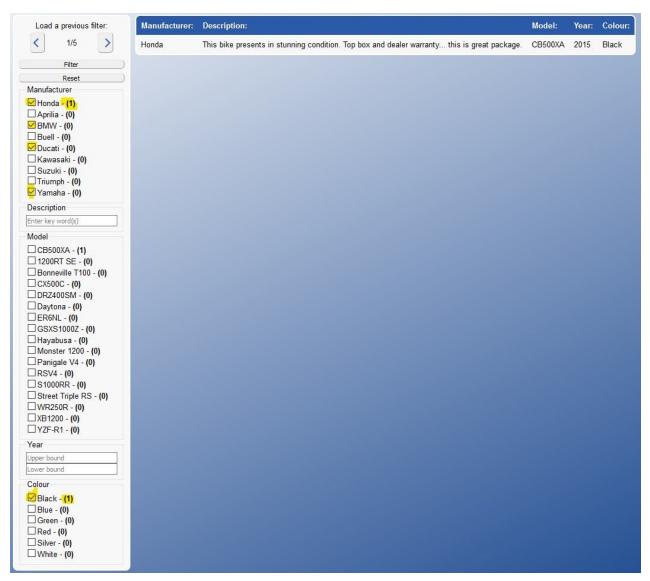
Each filter also shows counts for each attribute value. For example, 'red (5)', 'green (8)' which indicates there are 5 red items and 8 green items in the filtered table.
 See requirement 1's answer and screenshots.

6. The web page supports filtering by multiple attributes. A user can make a selection in one or more filters then click a filter button. After the click the item table will be redisplayed to only show items that meet the filter conditions. The counts next to each attribute value in each filter are updated after the click.

The following 3 screenshots shows that any combination of multiple attributes can be used. Also to note: the checkboxes are sorted by their new counts in descending order. Equal counts are then sorted alphabetically by the label name of that checkbox.



6-multiple attributes1.jpg



6-multiple attributes2.jpg

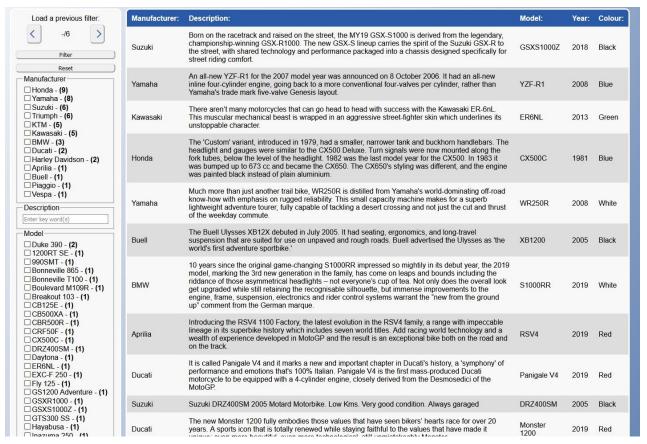


6-multiple attributes3.jpg

7. There will be a Reset button that clears all filters.



The button is located under the filter button in the top left corner of the webpage. The item collection will be loaded from a CSV file that is located on a server. The
item collection will contain at least 50 records. A local server is fine.
 See assets/server-file.csv for the 50 item collection.



8-unfiltered page with 50 items.jpg

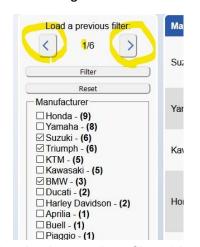
9. Each time a user clicks the filter button, filter settings are saved. Later a user can redo a prior saved filter by selecting from a list of prior filter actions. If the user exits the browser then later revisits the web page, prior filter actions will still be available.

First number is the filter index selected, second is the total number of saved filters. A dash "-" means no filter is selected. Pressing the right arrow will increment the filter index, left will decrement. Going above or below the bounds of the filter array will wrap the index around, e.g. incrementing past 6 will go back to 1. Pressing the Reset button will unselect any filters.

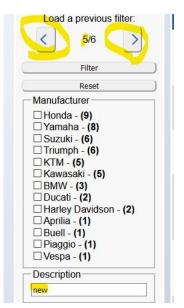
You can only save a filter when none is currently selected. When a filter is currently selected, there is an active on click event that covers all fieldsets. When triggered, this will change the filter index to a dash (unselected), meaning the user wishes to edit a filter and therefore a new filter can now be saved. All of this is to help prevent duplicate filters being saved to easily.

When a new filter is saved, it is pushed on to the first index. When a previously used filter is used, this is also moved to the first index. The maximum number of saved filters can be changed in scripts/env.js.

See screenshots: "6-multiple attributes.jpg" 1, 2 and 3 to see the number of saved filters being incremented.

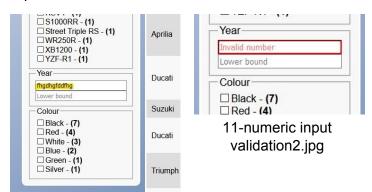


9-selecting previous filters1.jpg



9-selecting previous filters2.jpg

- Reasonable use of styles i.e. CSS must be made.
 See 8-unfiltered page with 50 items.jpg or unfiltered page.jpg.
- 11. Numic inputs must be validated and a reasonable response to web page users made if input is not valid.



A red error box that shakes briefly will appear when trying to filter using an invalid number input. The two screenshots show the before and after of pressing filter when having an invalid number input.

11-numeric input validation1.jpg

12. Your report will (i) describe what your faceted collection is and (ii) provide sufficient use cases communicated via screen shots and text descriptions that prove your application meets all the above (and below if advanced) requirements.

See all test cases of all requirements.

Triumph

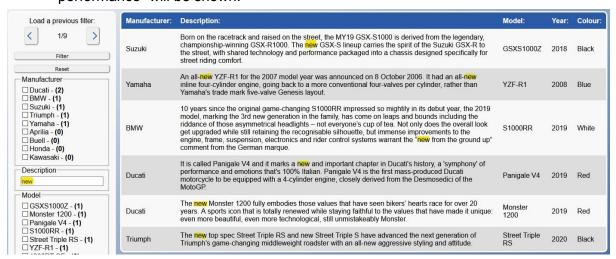
13. Your code will be maintainable.

Everything is organised into separate functions. Anything that is needed to be called more than once is made into a function in scripts/utils.js. scripts/index.js is the "on load webpage" code. scripts/env.js is for various environment settings. models/VariableItem.js contains the class that is used for each item. See advanced requirement 3 for more info on VariableItem.js.

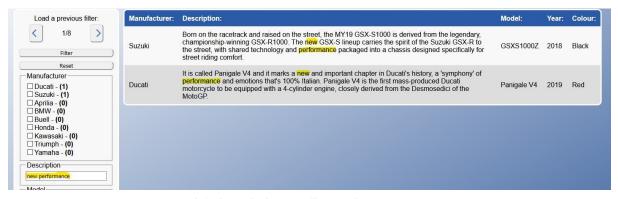
Advanced requirements:

Supports an additional text attribute that contains a description i.e. free text. Web
page contains an additional filter that supports keyword search over this extra
attribute.

Text attributes are referenced as "Description" filter types. In the text input, keywords are space separated and converted to lowercase. They are ANDed together when searching through an item's description. So in the second screenshot, only items with descriptions that contain "new" AND "performance" will be shown.



A1-description attribute1.jpg



A1-description attribute2.jpg

2. Each categorical filter supports selection of multiple attribute values, for example, colour = {red or blue}.

See normal requirement 6 and the screenshots: 6-multiple attributes.jpg 1, 2 & 3 to see the use of ORing of multiple attributes of the same type.

3. The web application is parameterised. This means there will be no reference to your attribute names or values in your HTML or JavaScript the only reference to them will be in your item collection file or files.

The entire webpage runs offs of the data that is stored in assets/file-server.csv. The first two lines of the csv file pertain to the keyTypes array. The keyTypes array for the csv file that is supplied looks like this:

This keyTypes array is first used in the creation of VariableItems array. Each key in keyTypes is a property in a VariableItem. At every stage of the webpage, the keyTypes array is used to determine what to do with a particular property, filter, etc. It's also used to retrieve elements by their ids since their ids are named using keyTypes.

So long as there is still space on the webpage, you can have any number of keyTypes, hence any number of filters or of any combination filters.

Also, the order of the columns in the csv file is exactly the order that appears on the sidebar and the table columns.