CS 251: Inlab 02: [Presentation] HTML, CSS, JavaScript, Inkscape

- Due: 8/3 4:45 pm

- Please write (only if true) the honor code. If you used any source (person or thing) explicitly state it. You can find the honor code on the web page.

The Tasks

Read the outlab document if you have not already done so.

HTML has been around, and there has not been too much going on between HTML 1 (1990) and HTML 4 (1997). The new kid on the block is HTML5 coming as a competition to proprietary works like Flash, and so you want to have these ingredients.

1. Media player. Include your favorite video here. The video should play from the web page itself. That is not to be downloaded separately and played in, say, vlc. It'd be good to have something about you, e.g., your receiving an award somewhere. No offensive videos, and no videos which are proprietary, please.

    Important: The video (in half-VGA format) should not be more than 2 minutes, ideally 60 seconds. Chop the video if necessary.

2. What sets *your* HTML page apart from one that might be made in a typical HTML shop? Mathematics. Use the MathJax library to make beautiful math. I am especially interested in learning from you what you consider interesting mathematics formula. How does a casio calculator figure out $\sin^{-1}$ 23? Write 3-4 formula that you love, be it physics, chemistry or mathematics or ...

    Try to be creative in your math formula. If you use the same math formula as some other group, then something is wrong? Maybe?.

3. Create the design of the html page that is going to house your killer sudoku application (in `inkscape`). See Figure 1. Submit the `svg` file.

Submission Guidelines

1. First, my belief is that you learn best when you do things, YOURSELF. You also learn when you do things in a group, but it becomes hard for me to give marks to figure out who has done what. So as a compromise, please work within the group, and not across a group.

2. **Note** that for every team, only the member with the lowest roll number (numerically) should do the submission. When you submit, please document individual percentages such as Student 1: 80%, Student 2:100%, Student 3:10%. In this example, the second student will get full marks (10/10) and the first student will receive 8/10.

3. You have to submit the webpage (containing the video and the math formula), and the Inkscape design. However, *don't make the webpage public*. Submit it on moodle as mentioned below. Use the ASC format for your roll number (i.e., with leading zero if applicable). Be sure to note that Moodle does not have infinite size, so prune your submission. DO NOT SEND JUNK FILES THAT ARE IRRELEVANT IN THE ASSIGNMENT (mac users especially to note). Any links within the web page should be to a local file – not absolute links. Also tgz the entire contents. Do include the video, and the svg file but not the png file.
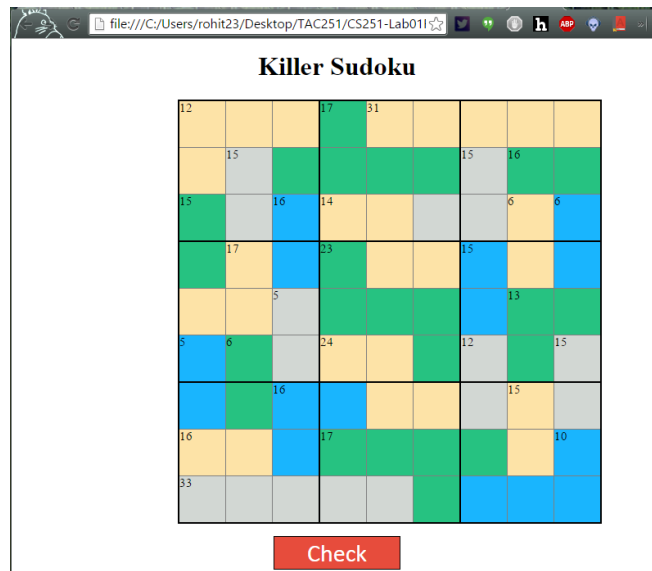
Figure 1

4. Do include a readme.txt (telling me whatever you want to tell me). Do include group members (name, roll number), group number, honour code, citations etc.

5. The folder and its compressed version should both be named `lab02_groupXY_final` for example folder should be named `lab02_group07_final` and the related `tar.gz` should be named `lab02_group07_final.tar.gz`

How We will Grade You

The number of points per task appears below

1. HTML 5 Media Player: 10 marks

2. MathJax: 20 marks

3. Inkscape design : 10 marks

4. Missing/Incomplete readme etc. ⇒ Will attract penalty