

## LAB 7 – Fetch API + Tailwind (Play CDN)

### *Objective:*

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By the end of this lab, students can:

- Use Tailwind utility classes to build a simple UI.
- Use `fetch()` for GET and POST.
- Handle UI states: Loading → Success → Error.
- Parse JSON with `res.json()` and render results on the page

### Lab instruction

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- The LAB 7 instruction and lab resources are posted on CMU Mango: LAB7 – Fetch API + Tailwind (Play CDN)
- There are 2 assignments according to the LAB 7 sheet posted on the channel.
- The LAB 7 is worth 20 points in total.
- Score criteria: full point (for output correct); -1 (for output does not correct); -1 (for not follow problem constraint)
- **Assignment Submission:**
  - Upload your solutions to CMU Mango assignments. The submission later than the due date will get 50% off your score. At the close date, you cannot submit your assignment to the system.
  - Be prompt for TA calling to verify your work on your computer.

### Requirements (Important)

- Keep your project in **CommonJS** (tsconfig: "module": "commonjs")
- Do not commit or submit **node\_modules/**
- Your project must run in mode:
  - npm run dev

## Project Setup

Download and unzip a starter code for this lab. Then you will find the directory has the following file structure.

File structure:

```
Lab07-fetch-tailwind/  
  get/  
    index.html  
    app.js  
  post/  
    index.html  
    app.js
```

## Part A — GET: Load JSON and show it in the UI

### A1) Create UI (Tailwind) (3 pts)

Open get/index.html:

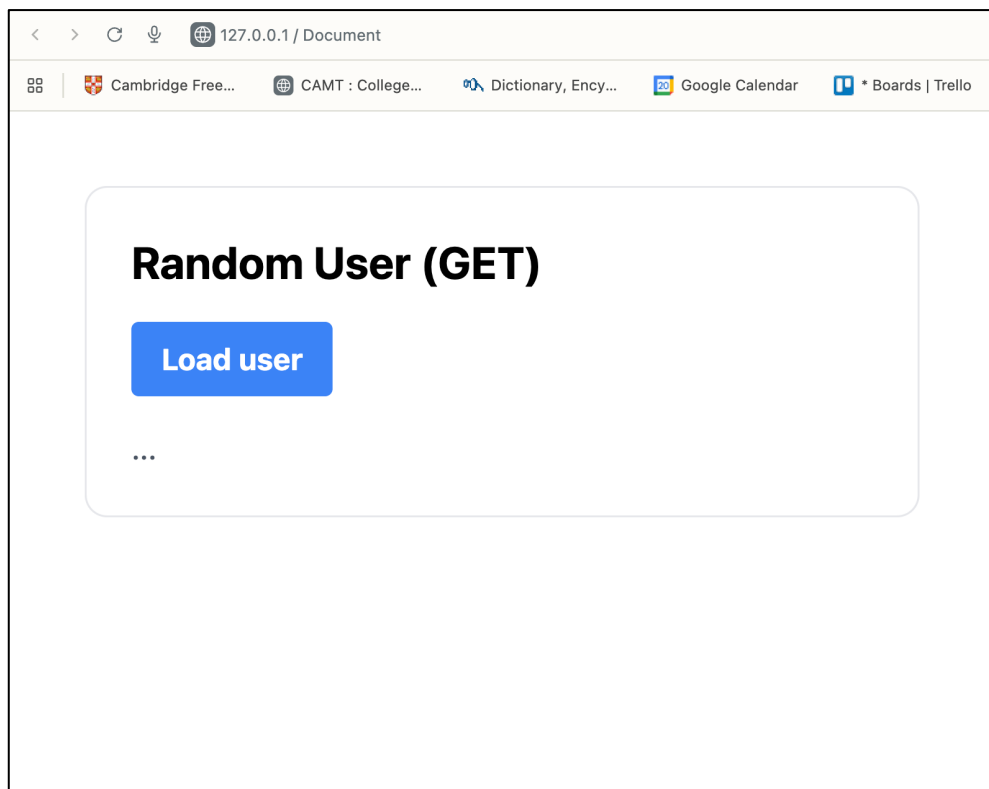
- Use Tailwind Play CDN in <head>. (You can find the Tailwind Play CDN at Tailwind CSS website)
- Create a card layout with:
  - Title: Random User (GET)
  - Button: Load user
  - Status text area
  - Result area (hidden at first)

Minimum UI elements (IDs required):

- btnLoad
- status
- result

Tailwind requirement: Use at least 6 utility classes (layout + spacing + typography).

Example of the card is below.



## A2) Implement GET with fetch (7 pts)

Open get/app.js

When user clicks Load user:

1. Show status: Loading...
2. Hide previous result (if any)
3. Fetch from: <https://randomuser.me/api/>
4. If !res.ok, show error message
5. Parse JSON and render: name + email + avatar
6. Show status: Loaded successfully.

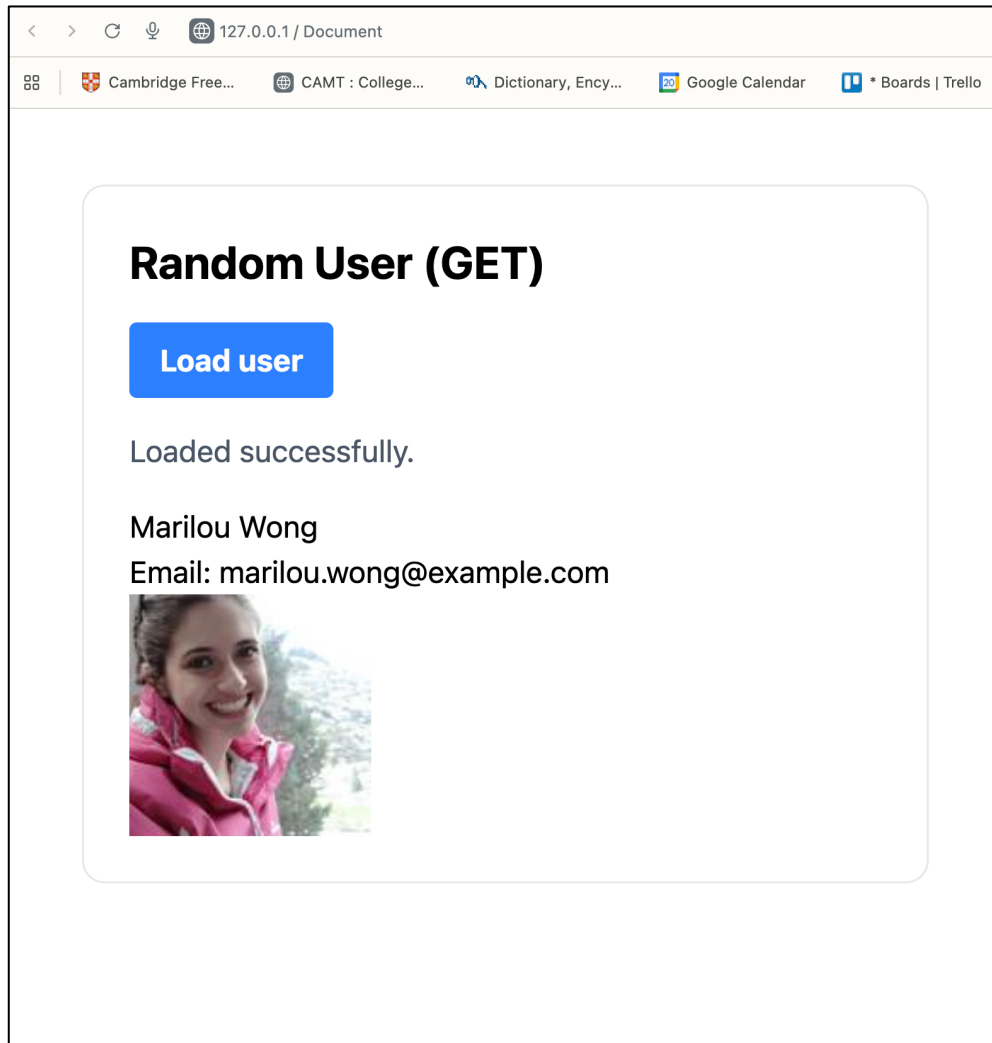
Must-have code pattern:

- async/await
- try/catch
- res.ok check
- await res.json()

Output requirements:

- Name
- Email
- Avatar image

The expected result is below.



Part B — POST: Send JSON data to an API

B1) Create UI (Tailwind) (3 pts)

Open post/index.html with:

- Title: Send Message (POST)
- Text input (placeholder: "Type a message...")
- Button: Send
- Status text area

- Output area to show JSON response

Minimum IDs:

- msg
- btnSend
- status
- output

Example of the card is below.

The screenshot shows a web browser window with the address bar displaying '127.0.0.1 / Document'. The browser's tab bar includes 'Cambridge Free...', 'CAMT : College...', 'Dictionary, Ency...', 'Google Calendar', and '\* Boards | Trello'. The main content area features a card titled 'Send Message (POST)'. Inside the card, there is a text input field with the placeholder text 'Type a message...'. Below the input field is a blue button labeled 'Send'. At the bottom of the card, there are three dots '...'.

## B2) Implement POST with fetch (5 pts)

Open post/app.js

When user clicks Send:

1. Validate input (if empty → show “Please type a message first.”)
2. Show status: Sending...
3. Send POST request to: <https://httpbin.org/post>
4. Include: method: "POST"; header "Content-Type": "application/json"; body: `JSON.stringify({ message, createdAt })`
5. Parse response JSON and display what you sent (the echoed JSON)

Output requirements:

- Show “Sent successfully.” on success
- Show error message on failure
- Display JSON nicely formatted (use `JSON.stringify(obj, null, 2)`)

The expected result is below.

The screenshot shows a web browser window with the address bar displaying '127.0.0.1 / Document'. The browser's tab bar includes several open tabs: 'Cambridge Free...', 'CAMT : College...', 'Dictionary, Ency...', 'Google Calendar', and '\* Boards | Trello'. The main content area of the browser displays a form titled 'Send Message (POST)'. The form consists of a light blue rounded rectangle containing a text input field with the value 'test' and a blue button labeled 'Send'. Below the 'Send' button, the text 'Sent successfully.' is displayed, followed by a JSON object: 

```
{ "createdAt": "2026-01-15T05:04:07.750Z",  
  "message": "test" }
```

### Part C — UI states (Required) (2 pts)

In both pages, implement these UI behaviors:

- Disable the button while loading/sending
- Re-enable it after request finishes (success or error)
- Status must clearly show one of: Loading/Sending, Success, Error

### **Deliverables (Submission)**

Submit one GitHub repository link containing your LAB 7 project.

Include:

- get/ folder (HTML + JS)
- post/ folder (HTML + JS)
- 2 screenshots: (1) GET page after loading a user, (2) POST page after sending a message and showing response

### **Checklist (Self-check before submitting)**

- GET works and displays name/email/avatar
- POST works and displays echoed JSON
- Uses try/catch and checks res.ok
- Buttons disable during request
- Tailwind UI is readable and consistent
- Screenshots included

### **Bonus (Optional, +1)**

Add a “Clear” button on each page to reset UI (status + result/output).

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