

COMP 2513 Web-Centric Programming

Assignment 2 – Due October 2nd

A JavaScript Madlib: This assignment is based upon what you have learned about HTML, CSS, JavaScript, and jQuery and Bootstrap in class and from the tutorials on each at <http://www.w3schools.com/>. You are to create a simple "madlib" game. The name comes from the term *ad-lib* that refers to an unscripted improvised passage of speech or music. This game will consist of a web page that provides a series of prompts that allow the player to input different types of words (nouns, adjectives, verbs, names, places, etc.). After the final prompt is filled in, the web page will reveal a story that uses the words that the player provided. Your challenge is to utilize JavaScript and jQuery to dynamically create the story using the entered words.

Your solution should contain the following:

1. There should be 8-10 entered input values via a static form on the page.
2. At least two input values must be numbers and a calculation must be made using these and output as part of the madlib.
3. One value must be selected by radio buttons.
4. Check all inputs to ensure they are not null.
5. Check all inputs to ensure that they are appropriately numeric or alpha.
6. Create a funny, innovative madlib from the input words. Look around the web for ideas. Be creative.
7. Make use of one jQuery piece of functionality, such as the hide effect.
8. All input values should be visible on the screen as well as the resulting madlib.
9. The madlib input and text areas should make use of an external CSS file, with the madlib text in italics. Be creative with the rest.
10. Publish the assignment on Falcon under a /Assignment2 folder (your page should be index.html)

You must clearly place in the code where you feel you have satisfied each of the above by placing its number in a comment. This will facilitate marking. If you feel you want to expand on this assignment feel free, but ensure that the **core requirements listed above are met**, as that is the basis of the marking scheme.

Marking Scheme: The marking of this assignment will focus on meeting the requirements listed above, the fact that all components work and work together and effort/creativity exercised by the student. The following points will be awarded: 0 (poor), 1 (average) or 2 (well done) points for each of requirements listed above. The TA will specifically be looking for the following:

10 points total

- No points if assignment is not submitted to Acorn drop box
- Minus two points if the assignment is not available on Falcon
- Minus one point if the CSS isn't included in a .css file
- Minus one point if the HTML isn't valid (use w3c validator)
- Minus one point if the CSS isn't valid
- Remainder of point at TA discretion e.g. HTML/CSS/JavaScript formatting/usage etc.

COMP 2513 Web-Centric Programming

Assignment 2 – Due October 2nd

Submission: You will need to place your solution for the assignment on falcon so that the TA can review it for marking. Place it in a directory <http://falcon.acadiau.ca/~username/Assignment2/>. We will not go searching for websites. Please ensure the website is assessable as requested or marks will be deducted. After you have successfully completed the assignment and ensured that it is web accessible, zip up all of the components and submit it to acorn.acadiau.ca. This must be received by the due date in order for the assignment to be marked.

Please contact me or your TA if you need help, and feel free to utilize the discussion forum.