**Regis University CC&IS**
**CS336 Web Programming**
**Assignment 5a: JavaScript – Workshop Logic Implementation and Initial Poll**

## Program Requirements

In this assignment, the workshop registration section will be updated to take into account the logic behind workshop choices. We will use JavaScript for this.

Additionally, we will update the look and feel of the registration form using CSS.

## Steps for Completing the Assignment

### Create a New Project (based on the previous assignment's code)

1. Duplicate the directory for the previous assignment. Rename the directory lastname-Assn5a (e.g. Smith-Assn5a)

2. Create a new project in WebStorms called *lastname*-Assn5a (e.g. Smith-Assn5a). (Use the directory you created in step 1.)

3. For this assignment, we will assume the user has both JavaScript and Cookies enabled in their browser.

### Redesign the Registration Form

4. Redesign the registration form so that the form elements are divided into the following groups. Place a fieldset element around each group or section.
   - Personal Information (id, title, name, address, city, state, zip, telephone, email)
   - Company Information (company name, url, and position with company)
   - Dining Information (full meal plan or dinner day 2)
   - Workshop Information (all workshop options)
   - Billing Information (names, card number, card type, card CSV, exp year, exp month)

5. Add CSS so that as the user enters into a field in a specific section, the background color of the section changes. Additionally, cause the section to change in another way: add a border, make the field labels bold, etc… You may choose what you would like it to do. However, it must be obvious to the user that something happened.

### Workshop Registration Logic

6. Using JavaScript, re-work the registration form so that users aren't able to sign up for workshops in combinations that are invalid. Here are the rules:

Day 1
Session 1
Workshop A
Workshop B – covers session 1 and session 2, therefore if someone selects B, no workshops in session 2 may be chosen.
Workshop C

Session 2
Workshop D
Workshop E
Workshop F – if they take F, they must also take H. (Not G or I)

Day 2
Session 3
Workshop G
Workshop H – cannot take H unless they signed up for F
Workshop I

Note: If the user selects Workshop B, not only should they not be able to select any Session 2 workshops, but also Workshop H is an invalid choice.

Attendees should not be able to register for invalid combinations. It is the web developer's responsibility to make sure that doesn't happen. When the user submits the registration form, a method should be called which tests for invalid workshop combinations.

- If workshop choices are invalid:
  - Create a popup window that explains the error that was made (be specific).
  - The window needs to be 500px wide and 400px tall.
  - It should have a different background color and have a button that enables the user to close it other than just the X or browser close options.
  - The window will load a new page that displays the information.
  - It should set the status message in the status bar of the browser.
  - It should not have a navigation bar and the minimize icon in the browser should not be displayed.
  - It should be centered in the middle of the screen.

- If the choices are valid, no message is needed.

### Poll

7. On the polls.htm page, add a form consisting of a group of three radio buttons to represent the group of nominees. (There should be at least three options.) The form will need a submit button.

8. When the user submits their vote, display a thank you message using an alert box. The message should say, "Thank you for voting for: <name>", where the name is the name of the specific nominee on your site.

## Testing

9. Use WebStorm's "Inspect Code" command to make sure that the code validates and is free of errors.

10. Test the site in Chrome and Firefox, both at full size (desktop). Then, in Chrome, test the site at these mobile sizes:

360 x 640 (Phone)
768 x 1024 (Ipad or tablet)

11. Take a screenshot of each and store the images in a folder inside the project called “screenshots”. (You’ll need to create this folder.) There should be four screenshots submitted.

## Submission

This programming assignment is due by midnight of the date listed on the Assignments page.

**Zip** all the files that comprise the project and submit the file to the “Assignment 5a: JavaScript Cookies” dropbox (located under the Dropbox tab in the online course).

Before submitting your program file, you MUST re-name it as follows:
Lastname-Assn5.zip
For example: Smith-Assn5.zip

To submit your assignment completing the following steps:

1. Click on ***Dropbox*** in the course Navigation bar.
2. Click on the **Assignment 5a: Workshop Logic Implementation and Initial Poll** link in the Folder List.
3. Click on the **Add a File** button
4. In another window on your computer, browse to the zipped file you created.
   a. Drag and drop the file to the area within the dotted lines.
5. Click on the **Add** button
6. Click on the **Submit** button.
7. You will receive a **Confirmation email** for the submission.

## Grading

The rubric that will be used to grade your program is linked on the same assignments page from which you downloaded this file.

***WARNING:*** *Programs submitted more than 5 days past the due date will* ***not*** *be accepted, and will receive a grade of 0.*