IMY 210

Unit Assignment 3: XSLT

During this assignment you will be creating a XSLT stylesheet documents (a3.xsl) to stylise the provided XML document (character.xml). The assignment will not only test your ability to create a stylesheet document but also your understanding of the XSLT/XPath and their implementations.

Create a style sheet, **a3.xsl**, to transform the data in **character.xml** into an HTML output.

Important!

- Make frequent backups of your working files in different locations.
- Use a text editor (e.g. Notepad++) to complete this assignment.
- This is an individual assignment.
- In terms of the class notes, the scope of this assignment is unit 2, Themes 4 5.

Warning!

- If your final XSLT file is **not well-formed**, you will receive 0 for this assignment. If a piece of code is causing well-formedness problems, comment it out.
- Your style sheet **must** be **data-agnostic**. In other words, it must work on any XML source with the same tag set, regardless of the data.
- 20% of this assignment's mark go towards styling. Spend some time making your assignment presentable.

Provided Files

- build.xml: An XML file that describes a Diablo 3 Demon Hunter character.
- **image.zip**: All the image you could possibly need. Do **not** change the image names. Do **not** re-upload this zip file. Do **not** change the directory of the images.

Scenario

- You received an XML file that needed to be transformed into HTML documents.
- Rather than creating each HTML from scratch you decided to create an XSL stylesheet to style all XML document of the same format.
- This way you reduce the work of having to input the data directly into a database and use the validated XML file directly from the providers.

Task

- Include a link to the URL stored in the attribute source as an image.
- In the appropriate section of the heading, the style sheet must output the **name** of the build. Transform the **name** to uppercase.
- Add the text "Last updated on" followed by the update, and creator from the xml.
- Add the text "*Tag*:" followed by all tags form the xml document that are not "outdated"
- The **level required** value is the highest **level requirement** retrieved from the document. This value should display the highest **level** element within a character when looking at **skills** and **items**.
- To work out the **average item level**, use only the **requirement level** of only **items** and work out the average, the result must be **rounded up**.
- Add the text "Created by" followed by your name, student number and the date at the end of the document.

Print out the data in the following format:

- Create 4 headers namely:
 - Paragon Priorities
 - Skills
 - Gear
 - Kanai's Cube



DEMON HUNTER RAPID FIRE BUILD WITH LOD

Last updated on February 30, 2000 by Deadset

Tags: top-tier, solo, gr-pushing

Level required for this build: 70 Average item level: 40

Paragon Priorities

Skills

Gear

Kanai's Cube

Created by Daddy Long Legs (12345678) on xx Month xxxx

- Under Paragon Priorities section:
 - Include a table with **four** columns to store information for each of the **paragon** elements.
 - For each of the paragon element list all the priority element under them, in ascending
 @weight order.

Core	Offense	Defense	Utility
1. Movement Speed	1. Cooldown Reduction	1. All Resistance	1. Area Damage
2. Dexterity	2. Critical Hit Damage	2. Life %	2. Life on Hit
3. Maximum Hatred	3. Critical Hit Chance	3. Armor	3. Resource Cost Reduction
4. Vitality	4. Attack Speed	4. Life Regeneration	4. Gold Find

- Under **Skills** section:
 - Create a **template** to match a **skill** element.
 - The template should display **all** the given information of that skill.
 - Display the active skills in two rows.
 - In **row one**, apply the template to all **odd-numbered** position **active** skills and **sort** them alphabetically.
 - In **row two**, apply the template to all **even-numbered** position **active** skills and **sort** them alphabetically.
 - Display **passive** skills in a **single row**.
 - **For each** of the passive skills, display all given information and an image of the skill. Style the layout **different** from that of the active skills.
 - Sort the **passive** skills according to the **level** requirement in **descending** order.



Rapid Fire 20 - Hatred

Rapidly fire for 685% weapon damage as Physical.



Rapidly fire grenades that explode for 545% weapon damage as Fire to all enemies within a 8 yard radius.





Smoke Screen 14 - discipline

Vanish behind a wall of smoke. becoming momentarily invisible for 1 second.



Vanishing Powder

Remove the Discipline cost but increase damage. the cooldown to 6 seconds



90 - Cooldown

Turn into the physical embodiment of Vengeance for 20 seconds. Side Guns: Gain 4 additional piercing shots for 60% weapon damage each on every attack. Homing Rockets: Shoot 2 rockets at nearby enemies for 80% weapon damage each on every attack. Vengeance: Gain 40% increased



Side Cannons

Instead of Homing Rockets, the side guns are powered up into slower-firing cannons that deal 225% weapon damage and heal you for 3.0% of maximum Life per enemy hit.



14 - discipline

Draw in the power of the shadows, gaining 26,821 Life per Hit for 5 seconds. Life per Hit gained is increased all enemies within 20 yards. Your by 25% of your Life per Kill.



Gloom

Reduce damage taken by 35% while Shadow Power is active.



Fan of Knives 10 - Cooldown

Throw knives out in a spiral around you, dealing 620% weapon damage to knives will also Slow the movement of enemies by 60% for 1 second.



Gain 40% additional armor for 6 seconds. Fan of Knives' damage turns into Cold.



30 - Cooldown

Active: Your raven deals an additional 500% damage on its next attack. Passive: Summons a raven companion that pecks at enemies for 100% of your weapon damage as Physical



Wolf Companion

Active: Your wolf howls, granting you and your allies within 60 yards 159 increased damage for 10 seconds Passive: Summons a wolf companion that attacks enemies in front of him for 150% of your weapon damage as Physical.



You deal 40% additional damage to enemies above 75% health.



Increase the damage of giant grenade that explodes for reduced by 25% for 5 seconds. 1000% weapon damage as





Numbing Traps

Enemies you Slow, Chill, or grenades by 10%. Increase the hit with Fan of Knives, Spike explosion size of grenades by Trap, Caltrops, Grenades, and 20% 20%. Upon death, you drop a Sentry fire have their damage

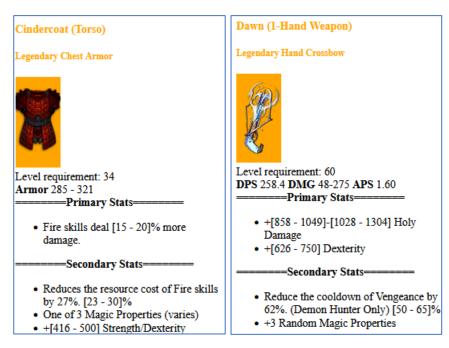


Cull the Weak

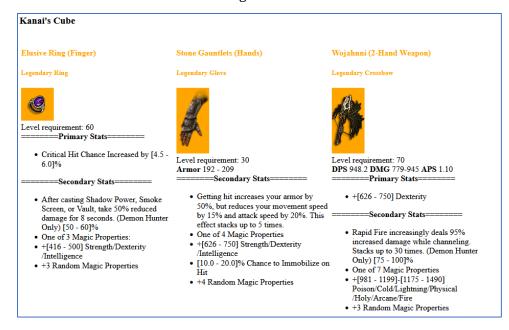
Increase damage against Slowed or Chilled enemies by

Under **Gear** section:

- Create a template to match an **item** element.
- The template will display the following:
 - o The item's **name** with the **set @type** in brackets. Colour this text according to the rarity.
 - o Under the name, display the text of the **@set** from **rarity** followed by the **set**. Colour this text according to the rarity.
 - Display the **image** in a colour box according to the **rarity**.
 - If the item has an **attack** or **defence** element, display **all** these data as the screenshot provided.
 - Finish each item by displaying the remaining **primary** and **secondary** stats, leave blank if the item has no primary or secondary stat.



- Display twelve items in a 3x4 grid.
- Sort the items by its set
- In **row one**, apply the template to the first three item.
- In **row two**, apply the template to items in position 4 6.
- In **row three**, apply the template to items in position 7 -9.
- In **row four**, apply the template to all items in the **last** 3 positions.
- Under Kanai's Cube section:
 - Apply the item template created in the section prior to all items in this category
 - Sort the items according to its **name**.



• Style your result to **your** liking, but keep in mind basic design principles (yellow on white is a nogo). Add relevant titles to the values you are displaying. You are welcome to use any css function if you can show all the relevant information (refer to provided screenshots)

Note: Do not copy the styling as it is from the example documentation! Style the document accordingly to how you see fit.

Submission

- Double-check that you adhered to the **Warning** statements at the start of this specification.
- Compress **a3.xsl** and other **relevant files** (css, images, etc.) into an archive named **a3.zip**. Do **not** reupload the images provided. You should include all additional images you used, but keep in mind your upload should not exceed **1MB**. These images should be in the **images** folder.
- Make a final backup of all your files and keep them in a safe place.
- Submit your ZIP file to link provided on clickUP.