



**Tecnológico  
de Monterrey**

**Campus Ciudad de México  
Escuela de Ingeniería, Diseño y Arquitectura  
Departamento de Computación**

**Course TC1015**

**(Interactive design fundamentals)**

**Professor: Luis José González Gómez**

**Final test**

**Date: May 14th, 2018**

**Name: \_\_\_\_\_**

**Student id number: \_\_\_\_\_**

**Grade: \_\_\_\_\_**

*"By adhering to the Students Code of Ethics of the Tecnológico de Monterrey, I promise that my performance in this exam will be governed by academic honesty. Consistent with the commitment made by signing this code, I will conduct this examination in an honest and personal way, to reflect, through it, my knowledge and subsequently accept the obtained evaluation."*

### Instructions:

Complete the given webpage adding the needed functionality to store the teams places.

You can see a finished working example in the following video: <https://youtu.be/MFwGX6Fpdf4> (no audio).

### Functionality description:

Users should be able to change the teams positions according to their predictions. To change a team position, users should click on the corresponding arrows.

Every time a team is moved to any position, all the positions must be saved. If the user closes or refreshes the browser at any time, the predicted list should be correctly displayed.

### Responsive:

In resolutions smaller than 1000px start adjusting the elements sizes as shown in the video.



Functionality	Points
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Change team position on arrow click	15 pts
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Save the state of the group position	20 pts
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Display the correct position table on refresh	20 pts.
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Responsive	15 pts.
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