

WEB 303 - Javascript 2

Assignment 5

Use jQuery for any document manipulation and event binding.

Create a class called `ContentItem`. This class should contain the following:

1. 4 properties specific to a content item: a unique id number, a name, a description and category genre.
2. A constructor that accepts values for those 4 properties and sets them on the classes version of the properties.
3. A method called `updateContentItem` that accepts the all 4 properties of a content item. If the ID passed in is the same as the id of your `ContentItem`, and any of the other values are NOT null, your method updates the classes version of that property with the one provided to the method. If the ID is not the same, do not update any other properties.
4. A `toString` method that outputs a string of html for a content item as follows:
 - The name in an `h2` tag
 - The description in a `p` tag
 - The cateogry genre in a `div` tag
 - Wrap all of those together in a `div` tag with a class of `content-item-wrapper`, and an id property set to be `content-item-ID`, where ID is the unique id number belonging to the class (ex if content item's id is 0, then it will be a `div#content-item-0`). A sample output of your `toString` can be found as a commented block of html in the index page.

In your `script.js`, create an array of 5 content items, populating them with content that follows a theme of your choosing (ex. 5 content items of marvel heros, but don't use marvel heros as your theme). Update the html file to display the name of your contents theme where indicated in the file.

Add each content item to your page in the `div#content-item-list` element using jQuery and leveraging your classes `toString` method. Use jQuery to also add the following to each content item's `.content-item-wrapper`:

- A border
- A width
- Padding to create some space between the wrappers border and the content within it
- Margins that will center the div horizontally on the page and add some space above and below each item

The values of each of these is entirely up to you.

BONUS: (1 mark): Add two buttons to your page. One button, when clicked, tries to update a `ContentItem` in your array using the `updateContentItem` method successfully. The other button, when clicked, tries to update a `ContentItem` in your array but is unsuccessful, given the limitations defined above for the `updateContentItem` method.

Create a branch on your github repository called `Assignment 5`. Add your code from this assignment to your repository on that branch. In order to test your code, visit your branch on github, change the URL in the browser from `github.com` to `githubbox.com`, and it will take you to the repository in `codesandbox.io`.

Submit the link to your branch AND your `codesandbox.io` link of the code running on blackboard.

Marks distribution (out of 10):

- Class defined with correct properties **(2)**
- Constructor method set correctly **(1)**
- Update method set correct **(2)**
- `toString` method set correctly **(2)**
- Array created and populated correctly **(1)**
- Display the correct values, in the correct manner, on the page **(2)**