APPENDIX Q1a

```
var request=null;
var data=null;
var READY_STATE_COMPLETE=4;
// This is the entry point for communicating with the
// server-side application. The function accepts the URL // of the application. Since the GET
method is used, any
// parameters must be included as part of the URL.
function sendRequest(url) {
   request = createRequest();
   if (request == null) {
       return;
   }
   request.open("GET", url, true);
   request.send(null);
   request.onreadystatechange = processRequestChange;
function createRequest() {
   var req = null;
   if (XMLHttpRequest) {
       req = new XMLHttpRequest();
   else if (ActiveXObject ) {
       req = new ActiveXObject("Microsoft.XMLHTTP");
   else {
       req = null;
   return req;
}
```

```
// This function invokes a renderData() function
// when the server-side application has finished
// sending its XML data to the XMLHttpRequest object.
// You will have to implement the renderData() function
// to display the data on the Web page.

function processRequestChange() {

   if(request == null) {
      return;
   }

   if(request.readyState == READY_STATE_COMPLETE) {
      data = request.responseXML;
      renderData(data);
   }
}
```

APPENDIX Q2b

```
<html>
<head>
<title>Bubble Tea with jQuery</title>
<script src="https://code.jquery.com/jquery-3.5.1.min.js"></script>
     ... (Add additional codes here)
</head>
<body>
     ... HTML: Make necessary changes to the HTML
     <h2> Bubble Tea add-on</h2>
     <input type="checkbox">Boba pearls ($1)
     <input type="checkbox">Brown Sugar ($1)
     <input type="checkbox">Aloe Jelly ($2)
 Total Amount = S$
     <div style="background: yellow;">0</div>
 </body>
</html>
```

END OF APPENDIX