



PHP Piscine

Day 00

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Summary:

This document is the day00's subject for the PHP Piscine.

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Chapter 1

Foreword

"I have the feeling these people are trying to kill us!"

"I know father!"

"It's a new experience for me!"

"Happens all the time to me!"

*Remember that when this dialogue happened,
a Piscine would not have been possible.*

Chapter 2

General Instructions

- Only this page will serve as reference; do not trust rumors.
- Watch out! This document could potentially change up to an hour before submission.
- Only the work submitted on the repository will be accounted for during peer-2-peer correction.
- As when you did C Piscine, your exercises will be corrected by your peers AND/OR by Moulinette.
- Moulinette is very meticulous and strict in its evaluation of your work. It is entirely automated and there is no way to negotiate with it. So if you want to avoid bad surprises, be as thorough as possible.
- Using a forbidden function is considered cheating. Cheaters get **-42**, and this grade is non-negotiable.
- These exercises are carefully laid out by order of difficulty - from easiest to hardest. We **will not** take into account a successfully completed harder exercise if an easier one is not perfectly functional.
- You cannot leave any additional file in your repository than those specified in the subject.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- Your reference guide is called **Google / the Internet / <http://www.php.net> /**
- Think of discussing on the Forum. The solution to your problem is probably there already. Otherwise you will start the conversation.
- Examine the examples thoroughly. They could very well call for details that are not explicitly mentioned in the subject ...
- By Odin, by Thor ! Use your brain !!!

Chapter 3

Exercise 00 : Basics or home

Turn-in directory : `ex00/`

Files to turn in: `basics.html`

Allowed functions: `n/a`

Note: We consider that for all of today's assignments you have watched the introduction video to HTML/CSS and that you won't use a pre-packaged answer for the exercises but you will do your best to learn both HTML and CSS.

We will start with something simple. If you're struggling too much, take a break, go home and come back when you are feeling better.

Create a web page that contains the following elements:

- A pink background ["Pink ? what's wrong with pink ?"]. Be cautious, this is not a random color choice.
- A page title that contains "Basics" [we're talking about the one visible on the browser tab].
- A big title in white, centered, that contains at least one accent [e.g.: `é`, `í`].
- Two images side by side representing an online shop.
- Under each image, a link to the corresponding website.
- Under the links, a horizontal line that separates the page [no matter the size of the window].
- Finally, under this line, aligned on the right side of the page, in italic and with a monospace font family, the copyright symbol, your login, and the current year. ["© ol 2014"].

P.S.: this exercise should be consumed with moderation.

Chapter 4

Exercise 01 : Mendeleev

Turn-in directory : `ex01/`

Files to turn in: `mendeleev.html`

Allowed functions: `n/a`

Create a webpage that represents the Mendeleev's complete periodic table of the elements [the current version]. The constraints are as follows:

- The page must contain at least one image. Of course, putting an image of the periodic table doesn't count, just display one to make your page prettier!
- You need to add some colours to make everything even more beautiful!
- Each cell in the periodic table must contain:
 - The symbol of the element in the middle, in bold and in a big font size.
 - The atomic number and the atomic weight of the element in a smaller font size, respectively in the bottom left and bottom right hand corners.
- You must be able to modify the content of the table directly in the source code while defending your project.

Chapter 5

Exercise 02 : Day of the 42

Turn-in directory : `ex02/`

Files to turn in: `doft.html doft.css resources/`

Allowed functions: `n/a`

Local foreword: "I feel like I could... like I could... like I could... TAKE ON THE WORLD!!"

Reproduce identically and precisely the web page of the fictional game "Day of the 42" for which you have an image below and in the resources. In order to achieve this, you must use all of the images provided in the resources [no more, no less].

Pay attention to details: the position of elements, the font sizes and families, the colours, etc.

In addition to the identical reproduction of the page, you must implement the following :

- The `reload.png` image, which `<title>` and `<alt>` must be "Start from the beginning" should be a link and redirect to `www.disney.com`
- The `close.gif` image, which `<title>` and `<alt>` must be "Disconnect" should be a link and redirect to `www.relaischateaux.com`
- The four images on the left side of the page must be titled (and "alted") respectively "Move", "Take", "Look", "Use" and "Speak".
- In the central image, you must create a clickable area [a link] on the middle chair of the first row [the second one from the right] that should redirect to `www.ikea.com`
- In the central image, you must create a clickable area [a link] on the first screen of the first row [first one from the right] that should redirect to `www.apple.com`
- The three images on the right must have a `<title>` and an `<alt>` of your choosing.

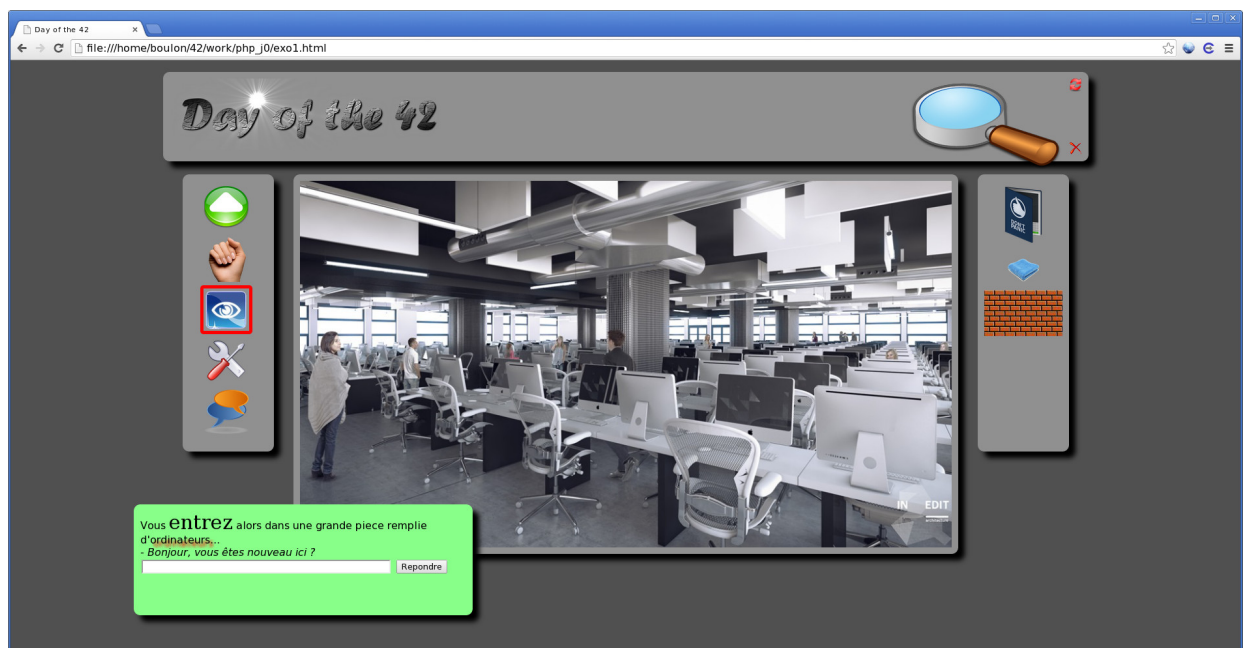


Figure 5.1: "Day of the 42" page

Chapter 6

Exercise 03 : The shrunk agent

Turn-in directory : `ex03/`

Files to turn in: `responsive.html responsive.css`

Allowed functions: `n/a`

Like most Russians at some paranoid time in History, Dimitri Mendeleev was an agent. If he wasn't at the origin of the former important press outfit [TASS agency], however, he started to shrink in time too. His periodic table did as well. Copy your periodic table from the first exercise and make it responsive to the browser resizing. The periodic table must shrink, the text as well.

Do as you wish but do not listen to the Javascript pros that will say that it can't be done without it. Stay on CSS and wait for day09 for the JS.

Chapter 7

Exercise 04 : SNCF* Sandwich

Turn-in directory : `ex04/`

Files to turn in: `menu.html menu.css`

Allowed functions: `n/a`

A train leaves Paris for Lyon on September 12th 1985, the day of a lunar eclipse. It rides at 216 km/h, the wind blows S/SE at a factor 5, and the temperature outside the train is 13°C, and 22°C inside. The sky is cloudy. Another train leaves Lyon for Paris, on the same day at 23:00. It is riding at 224km/h.

This is actually not the topic of this exercise, *almost*.

The objective of this assignment is to create menus, plenty of them to present what the train restaurant has to offer.

In a navigation, you must implement a multitude of dropdown menus with a minimum of:

- Three dropdown menus, each containing a minimum of 4 clickable items.
- One dropdown menu that contains 4 clickable items and another dropdown menu in which there will also be at least 4 clickable items.
- One dropdown menu [with at least 4 items] which also contains a dropdown menu [with at least 4 items] which itself contains a dropdown menu in which there will be at least 4 clickable items. [We heard you liked dropdown menus].

The layout of your dropdown menus and the opening direction of their content is at your discretion, as long as it stays coherent! Although aesthetics are subjective, try your best to make it nice!

You are only allowed to use HTML and CSS [no Javascript or other shenanigans].

*[French National Railway Company]

Chapter 8

Exercise 05 : SCUMM

Turn-in directory : ex05/

Files to turn in: scumm.html *

Allowed functions: n/a

Ok, so you've done a pretty interface for your game "Day of the 42", but it would be great to be able to actually play it. Create a mini-story and make it playable.

You cannot use a web server, your game must be playable with only HTML and CSS files. As usual, Javascript is not allowed.

We consider a game playable if it has the following features:

- The player can navigate to different places and the central image changes when the location changes.
- The player can combine the actions in the left banner with interactive areas on the central image.
- The player can get information on an item when using the "Look" action.
- The player can grab an item using the "Grab" action and it will be added in the inventory, in the right banner.
- The player can use the items from the inventory using the "Use" action.
- The player can interact with a NPC using the "Speak" action.

You will have extra points if you implement more features!

The submission file will be the entrypoint of your game. You can add all the additional files that you need. Be creative!