Web Scripting 1

Assignment: 01 – Create a Log in and out Application with JavaScript

Course Value: 10%

Due Date: Before the start of the next class (day 02)

Assignment Description:

Create a log in and out application with HTML / CSS and JavaScript.

Instructions:

1. Join your team members in a breakout room
    a. The instructor will assign you to a team
2. Open the "a-01-start" folder located in the "day-01" folder in your text editor of choice
    a. All the HTML and CSS have been completed for you
    b. All you need to do is create the JavaScript code and attach it to the "index.html" file
    c. Consider using the Visual Studio code Live Share extension to facilitate easier collaboration with your code writing
3. Create a "script.js" file and place it inside the "scripts" folder
4. Attach the "script.js" to the "index.html" file
5. Write the JavaScript code that does the following:
    a. When the user clicks the "Log In" button perform the following:
        i. Prompt the user for a name using a "prompt()" box
        ii. Output a message to the HTML page that says the following:
            1. "Hello [username]. Click the button below to log out."
                a. Replace [username] with the name the user entered in the prompt box
        iii. Hide and disable the login button
            1. Try the following JS code to hide and disable the button
                a. [the log in button].style.display = 'none'; // hide
                b. [the log in button].setAttribute('disabled', 'disabled'); // disable
                    i. Replace [the log in button] with the variable you are using to store the login button
        iv. Show and enable the logout button
            1. Try the following JS code to show and enable the button
                a. [the log out button].style.display = 'block'; // show
                b. [the log out button].removeAttribute('disabled'); // enable
                    i. Replace [the log out button] with the variable you are using to store the login button

b. When the user clicks the "Log Out" button perform the following:
    i. Confirm with the user that they want to log out using a "confirm()" box
    ii. If the user clicks "Ok" do the following:
        1. Output a message to the HTML page that says the following:
            a. " You are now logged out. Click the login button to log in again."
        2. Hide and disable the logout button
            a. Try the following JS code to hide and disable the button
                i. [the log out button].style.display = 'none';
                ii. [the log out button].setAttribute('disabled', 'disabled');
                    1. Replace [the log out button] with the variable you are using to store the log out button
        3. Show and enable the login button
            a. Try the following JS code to show and enable the button
                i. [the log in button].style.display = 'block';
                ii. [the log in button].removeAttribute('disabled');
                    1. Replace [the log in button] with the variable you are using to store the login button
    iii. If the user clicks "Cancel" or presses the "Esc" key do the following:
        1. Output a message to the HTML page that says the following:
            a. " You cancelled the log out. You are still logged in."
6. When the above steps are complete do either of the following:
    a. If you finish during the afternoon lab, show your completed assignment for marking to your instructor or to the lab instructor
    b. If you finish outside of class time, then go to The Learning Hub and find the drop box for Assignment 01
        i. Zip up your code
            1. Make sure to include the HTML, CSS and the JavaScript files
        ii. Upload your code to the drop box
        iii. In your submission, let your instructor know who all the members of your team were

Notes:

- Email me at Michael_Whyte@bcit.ca or contact me on Slack if you have any questions
- View the included "ws1-a-01-demo.mp4" (found in the "ws1-day-01" folder) to see a demonstration of how this application should run

Marking Criteria:

This project will be marked out of 5 and will be marked based on the following criteria:

1)	All Instructions followed	1 mark
2)	All Technical Specifications Met	4 marks

Total: 5 marks

Late Penalty

- Late submissions will receive a **2-mark penalty**. If you are late, the maximum mark you can receive is 3 / 5 on this assignment