Assignment 3: jQuery

Due Nov 20 by 11:59pm   **Points** 100   **Submitting** a text entry box, a website url, or a file upload

This assignment is due on November 20, 2015, by 11:59 PM Eastern time. This assignment is worth 25% of your course grade, or 100 points.

Create a 2-3 page website about a topic of your choosing. Your topic should be legal, ethical, moral, and safe for work. If you have a question about your topic and its appropriateness, ask!

Part 1: Basic jQuery requirements (75 points):

- Create all of the jQuery/JavaScript below in a single, external file, linked to your website as demonstrated in lecture.
- Build a form for your website with **at least two jQuery-driven interactive elements**. The form does not need to submit.
- Add **at least one click effect** to your site. When clicked, **at least two actions should occur**. This click effect cannot happen on the form page but may happen on any other page.
- Add **at least one hover effect** to your site. When the element is hovered over, **at least two actions should occur**. The page should restore itself to its previous look/behavior when the mouse rolls off the element. This hover effect cannot happen on the form page but may happen on any other page.
- You may have more than one click or hover event for your pages. You may have additional click and/or hover events on your form. But at least one click and at least one hover event must occur on a page that is not your form.
- Add at least one effect that is **tied to an if/else choice**. You may combine this with any of the other items here on the page. For example, the if/else occurs in your form with one of the two interactive elements required for the form.
- Add at least one effect that **requires filtering the results** (odd/even, first/last, etc.). You may combine this with any of the other items here on the page. For example, the filtering occurs in your click effect along with the two actions.
- Add **two more effects of your choice** to the page. These can occur when the page loads, via click, via hover, or via one of the other events in jQuery.
- HTML and CSS should pass validation **as much as possible**. This will also keep your jQuery executing correctly.

Part 2: jCanvas requirements (25 points):

The below requirements are specific to this portion of the assignment and cannot be combined with Part 1 requirements. These elements can co-exist on the page, but don't count requirements from Part 1 in Part 2.

- **Example**: do not count the button requirement below as an example of a click behavior from part 1.
- **Acceptable**: Your canvas element is on one of your web pages that ALSO displays some of the part 1 requirements.
- You may include all of your code for this portion of the assignment in the SAME external jQuery/JavaScript file as part 1. You may also make a separate jQuery/JavaScript file for part 2 if you wish. Either way is fine.

Please do not simply follow along with the lecture and turn this code in as your own. I have provided all code for you with the lectures, so by doing this, you have not demonstrated mastery of anything. For example, you turn in a meme generator with different photos – this would not demonstrate mastery of the week's lecture. Please come up with something new for canvas.

Create a page that makes use of the canvas tag. You should be working with jQuery and jCanvas as part of this process:

- A button that, when clicked, **clears the entire canvas or part of the canvas**.
- At least **two different elements drawn on the canvas when a button is clicked**. For example, circles and rectangles are drawn on the canvas together when the button is clicked.
- **Demonstrate chaining together jCanvas methods**. For example, in the lecture, three circles were drawn to the page via chaining. There was a form element where we assigned the value of the element to a variable and converted the input to all uppercase letters via chaining.
- As shown in the lecture, **create a form element on the page that accepts some kind of user input**. Bring that input into jQuery/jCanvas and have the canvas react to the user input. For example, in the lecture, the canvas displayed the text that that user entered. The background photo changed as the select dropdown option changed.

You may combine these Part 2 requirements as you wish within Part 2. For example, points 2-4 were all executed when the meme generator button was clicked. Do not combine these requirements with Part 1 requirements.

Additional requirements

You may use the same website you used for Assignment 2, adding these jQuery elements to it. This is not a requirement. You may build a new website if you wish. You may use the same content from Assignment 2 with a new layout.

Please write your own content for this website. Do not copy content from Wikipedia or some other source. I'd like you to write your own markup from scratch, not copy the markup from some other website and plop it into your document. It's easy to copy markup if you're copying content from the web.

If you need images for your site, you can find many free image websites online. I like http://www.freeimages.com/ but there are many others. Remember that only .jpg, .png, and .gif images work on the web, and remember that you should resize your images to optimize download time. You are also welcome to use image placeholder services like lorempixel.com.

Post your website on your web hosting space, whether that's at SiteGround or another service.

What Jen cares about

- **You follow the instructions. That includes "How to Turn In The Assignment", below.** Students who do not follow instructions about how to turn in the assignment receive an F. Instructions are listed because we need to streamline the grading process for rapid grading turnaround.
- Your code is valid HTML5 and CSS3 code that works with some combination of Mac/PC/Chrome/Firefox. Please note that validation issues occasionally occur with Other People's Code. However, YOUR code should be valid.

What Jen doesn't care about

- Your graphic design and color matching abilities/inabilities don't matter to me. Neither does your ability/inability to make pretty pictures.
- **Cross-browser compatibility does not matter.** Valid and standards-compliant code does matter.

How to turn in your assignment

Turn your assignment in via the Assignment 3 link in Canvas.

- Include a link to your website. Hint: a link starts with http://, not file://
- In a comment in the Canvas assignment or in a separate text file, please detail the following:

Part 1

- My **two jQuery-driven interactive elements** in the form include _____
  Located at this HTML URL: _____
  The line numbers in the JavaScript file where this code is found are: _____
- My **site's click effect** is _____
  Located at this HTML URL: _____
  The line numbers in the JavaScript file where this code is found are: _____
- My site's **hover effect** is _____
  Located at this HTML URL: _____
  The line numbers in the JavaScript file where this code is found are: _____
- My **if/else choice** is _____
  Located at this HTML URL: _____
  The line numbers in the JavaScript file where this code is found are: _____
- My effect that **requires filtering the results** is _____
  Located at this HTML URL: _____
  The line numbers in the JavaScript file where this code is found are: _____
- T**wo more effects of my choice** are _____
  Located at this HTML URL: _____
  The line numbers in the JavaScript file where this code is found are: _____

Part 2

- The canvas element on my site occurs at this HTML URL: _____
- A button that, when clicked, clears the entire canvas or part of the canvas
  The line numbers in the JavaScript file where this code is found are: _____
- At least two different elements drawn on the canvas when a button is clicked
  The line numbers in the JavaScript file where this code is found are: _____
- Chaining methods
  The line numbers in the JavaScript file where this code is found are: _____
- A form element on the page that accepts some kind of user input
  The line numbers in the JavaScript file where this code is found are: _____

Help! I'm going to be late!

It is **expected** that you will turn the assignment in on time.

If you are unable to turn the assignment in on time, you must notify Erin Schroeder and Rebecca Mazur by email (**erinmarieboyle@gmail.com (mailto:erinmarieboyle@gmail.com)** , **rebeccamamazur@gmail.com (mailto:rebeccamamazur@gmail.com)**) **no less than 24 hours before the assignment is due**. It is unlikely that you will get more than a 24-hour extension, unless a major life event has affected you recently.

If this email is not received, you will receive a zero for the assignment.

Grades will be posted in Canvas when they are ready. Typically assignments are graded within 1 week.

Regrading of assignment

Regrade of this assignment is permitted. If you are dissatisfied with a grade you receive on this assignment, you may resubmit the assignment for review. This resubmission must occur within 3 days of receiving your grade. If you choose to resubmit your assignment, please email Erin Schroeder and Rebecca Mazur (**erinmarieboyle@gmail.com (mailto:erinmarieboyle@gmail.com)** , **rebeccamamazur@gmail.com (mailto:rebeccamamazur@gmail.com)**) that you have done so.