Web Languages and Technologies

Faculdade de Engenharia da Universidade do Porto 30th January 2015

Duration: 2h / With Consultation

	Name:
	Number:
1.	Consider the following HTML code:

```
1
  <div id="selection">
   <a href="">Two Lists</a>
2
   <l
3
    First
4
5
    Second
6
   Third
8
9
   10
  </div>
```

And the following CSS code:

 $1\frac{1}{2}$ val.

(a) Calculate the specificity of each one of the rules:

R1	R2	R3	R4	R5	R6

1 val.

(b) Taking into consideration only the rules **R1 to R3**, indicate the color of each one of the texts in the page:

Two Lists	1st First	2nd Second	Third

1 val.

(c) Taking into consideration all the rules, indicate the color of each one of the texts in the page:

Two Lists	First	Second	Third

2. Consider the following *string*: The thirty-three thieves thought that they thrilled the throne throughout Thursday.

For each one of the regular expressions shown below, underline the first match:

 $\frac{1}{2}$ val.

(a) /led.+ro/

The thirty-three thieves thought that they thrilled the throne throughout Thursday.

 $\frac{1}{2}$ val.

(b) /[thir]+[^e]/
The thirty-three thieves thought that they thrilled the throne throughout Thursday.

 $\frac{1}{2}$ val. (c) /(\w{3}.+\1)/

The thirty-three thieves thought that they thrilled the throne throughout Thursday.

½ val.

(d) /ll.*e\b/
The thirty-three thieves thought that they thrilled the throne throughout Thursday.

½ val.

(e) /(h|r|t){3}/
The thirty-three thieves thought that they thrilled the throne throughout Thursday.

 $\frac{1}{2}$ val.

- (f) /(?<!h)o(?=u)/ The thirty-three thieves thought that they thrilled the throne throughout Thursday.
- 3. Consider the following HTML code excerpt:

```
1 | <script>
2  var secret = Math.floor((Math.random() * 100) + 1); // generates random number
3  var tries = 0;
4  </script>
5  <input name="username" type="text" placeholder="username">
6  <input name="guess" type="text">
7  <input id="guess" type="button" value="Guess">
```

Also consider that the complete page can have other input elements. Write the jQuery code needed so that:

1 val.

- (a) When the *guess* button is pressed, if the value in the input named *guess* is lower than the variable *secret*, a dialog with the sentence "go up" should be shown, if it is higher, the sentence should read "go down" and if they are the same, a function named *correct* should be called. The *tries* variable should be increased by one in any of the cases.

	Number:
b)	Create the function named <i>correct</i> , that was mentioned in the previous question, so that a dialog with the sentence "correct" and also makes an <i>Ajax</i> call to a <i>save_score.php</i> scri username (input with name <i>username</i>) and the number of tries (variable <i>tries</i>) should also to that script. Inform the user if the script was called successfully or not.

(Continues on the other side...)

 $2\frac{1}{2}$ val.

4. Create a well-formed and valid XML document according to the following XSD:

```
<?xml version="1.1"?>
1
   <xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
     <xs:element name="student">
3
4
       <xs:complexType>
5
         <xs:choice>
           <xs:element name="name" type="xs:string"/>
6
           <xs:element name="nickname" type="xs:string"/>
8
          </xs:choice>
9
          <xs:attribute name="code" type="scode"/>
10
        </xs:complexType>
     </r></rs:element>
11
12
     <xs:element name="students">
13
       <xs:complexType>
14
         <xs:sequence>
           <xs:element ref="student" minOccurs="2" maxOccurs="unbounded"/>
15
16
         </r></re></re>
17
          <xs:attribute name="count" type="xs:integer"/>
18
       </xs:complexType>
19
     </r></xs:element>
     <xs:simpleType name="scode">
20
21
       <xs:restriction base="xs:string">
          <xs:pattern value="\d{5}[A-Z]{2}"/>
22
23
       </xs:restriction>
24
     </xs:simpleType>
25 </ri>
```

