

CMPE2000 – LAB 03 – Game of Monopoly (jQuery + Ajax)

In this exercise, you will tweak our Game of Monopoly Lab02 to incorporate jQuery functionality along with Ajax capabilities of the jQuery library to exercise exchanging data via JSON. (JavascriptObjectNotation). You may start by making a copy of your Lab02 folder, then rename the elements appropriately (remember your link for your javascript file).

Start by finding the URL of the Google CDN for the newest version of jQuery – this can be found on the jQuery download page, look down for the CDN area and find the Google address. Now add a script reference to your jQuery library prior to your lab03.js file inclusion.

Give an alert message [Welcome to Game of Monopoly. Make sure to load property purchase prices first by clicking Load Property Prices button when game loads.

Part 1: Conversion to jQuery

Start by changing all getElementById() calls to use standard jQuery selector syntax. Remember to use the prop() method for get and set of these element properties (ie. prop("src")). You should use the val() method for accessing the button text rather than the prop() method.

Now since we are using jQuery, remove the body tag onload event assignment. Instead, use the .ready() method of the jQuery document selector. Now remove all your onclick bindings from your buttons, ensuring that all “firing” elements are appropriately ID'd for selectability. In your ready() handler, bind all your buttons to their appropriate handlers. Include at least 1 handler as an explicit separate function – the rest may all be defined as anonymous functions.

For your .ajax() options object you will use a type = “POST” and a dataType = “JSON”.

The URL you will use for all calls will be : <https://thor.cnt.sast.ca/~aulakhha/filesAssLab/lab3.php>

Part 2: Button enable/disable

Make “Dice Roll” button disabled initially so that user can not start playing game before loading property values. Once property values are loaded, make “Dice Roll” button enable and “Load Property Prices” disable.

Part 3: Load Property Prices

When the [Load Property Prices] button is clicked, issue an Ajax post request with these required parameters :

action as "propertyPrices"

Console the returned data and update the “val” attribute of each section to use those values. [values for all sections will be returned]

Part 4: Dice Roll

When the [Roll Dice] button is clicked, issue an Ajax post request with these required parameters :

action as "diceroll"

[Roll Dice] will result in the server sending the values for the 2 dice. Console the returned data. It will return an object with two properties “dice1” and “dice2”. Use the values of these properties as dice values otherwise there is no positive mark for this section.

Signoff will be for individual parts.

Rubric:

Particular	Marks	Penalty
Part 1: Conversion to jQuery	30	
Part 2: Button enable/disable	5	
Part 3: Load Property Purchase Prices	30	-30, if server retuned values are not used.
Part 4: Dice Roll	25	-25, if server returned values are not used.
Use Generic Ajax call handler	5	
Define working success and error functions	5	