Course:	**INFO3069**
Professor:	**Jim Cooper**
Project:	**Project #3 – JavaScript Scheduler – Version 1.0**
Due Date:	**Thursday, December 5, 2016**
Submitting:	**Please see the last page for instructions.**

Student Name: _____ Student Number: _____

How will my project be marked?

- This project counts for 15% of your final grade and will be evaluated using the following grid:

Marks Available	How are the Marks Assigned?	Mark Assigned
2	Good coding style including proper indentation and use of variable and object naming conventions and suitable comments	
2	Clear all cell entries from the spreadsheet	
2	Runs on one of the required browser types	
2	Ability to enter comments into the schedule using a single multi-line text box	
4	Ability to save grid using HTML5 local storage	
4	Grid automatically loads from local storage at start-up	
4	Automatically save grid to web server using AJAX if app is online	
2	Grid is created using dynamic HTML	
2	Cell selection changes background colour	
4	Effective application styling and design (title, colours etc.)	
2	Proper submission	
30	Total	

Project Description

Build a web application that allows users to create and edit a simplified grid based scheduler application running within a web browser. Your solution should be created using Visual Studio 2015 and the application must be written to manipulate the scheduler client using JavaScript, CSS and the DOM.

Specific Requirements:

The following is a list of constraints and requirements for your Scheduler application:

1. You may build your web application to run on any of the following browsers: IE11, FireFox, Chrome or Safari.

2. The grid must be created dynamically using the techniques we've talked about in class. The obvious choice for building the grid will be to use an HTML table control although other HTML elements could be adapted to solve the problem so long as they are constructed dynamically at run-time.

3. The scheduler should display a column for each day of the week and a row for each week. For the purpose of this project, we'll just work with a grid that runs for 4 weeks.

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1							
2							
3							
4							

4. You'll also need a multi-line "Textarea" input control underneath the grid to allow the user to enter notes and comments related to the currently selected grid cell.

5. Furthermore, since we're going to use HTML5 local storage to record the contents of the grid, you'll need to add a "Save" button.

6. In addition, if you detect that your web application is online when you begin a save, you must also save the grid contents to the website using a single AJAX call.

7. Finally, your application must also provide a means of clearing all the cells with a single user event (Clear button etc.)

8. Your scheduler should be properly designed with a Title across the top and suitable styling.

How should I submit my project?

Electronic Submission:

Submit your program files to the *Info3069 "Project 3 - Scheduler"* electronic dropbox in *FanshaweOnline*. These files should be submitted as a single "zip" file containing your web application's complete website.

When grading your submission, I will want to unzip your web site and find a solution file that will let me run with Visual Studio 2015 using the VS integrated web server and using the browser you designate. I strongly recommend that you test your own submission to ensure that nothing has been missed.

Submit your project on time!

Project submissions must be made on time! Late projects will be subject to divisional policy on missed test and late projects. In accordance with this policy, no late projects will be accepted without prior notification being received by the instructor from the student.

Submit your own work!

It is considered cheating to submit work done by another student or from another source. Helping another student cheat by sharing your work with them is also not tolerated. Students are encouraged to share ideas and to work together on practice exercises, but any code or documentation prepared for a project must be done by the individual student. Penalties for cheating or helping another student cheat may include being assigned zero on the project with even more severe penalties if you are caught cheating more than once. Just submit your own work and benefit from having made the effort on your own.