

Assignment 3

Developing a Web Page 2

Develop a Javascript application that allows the user to enter strings into a variable number of input widgets. As a string is entered by the user its length is automatically displayed next to the input widget. Buttons are provided to control the interface and to provide some functionality.

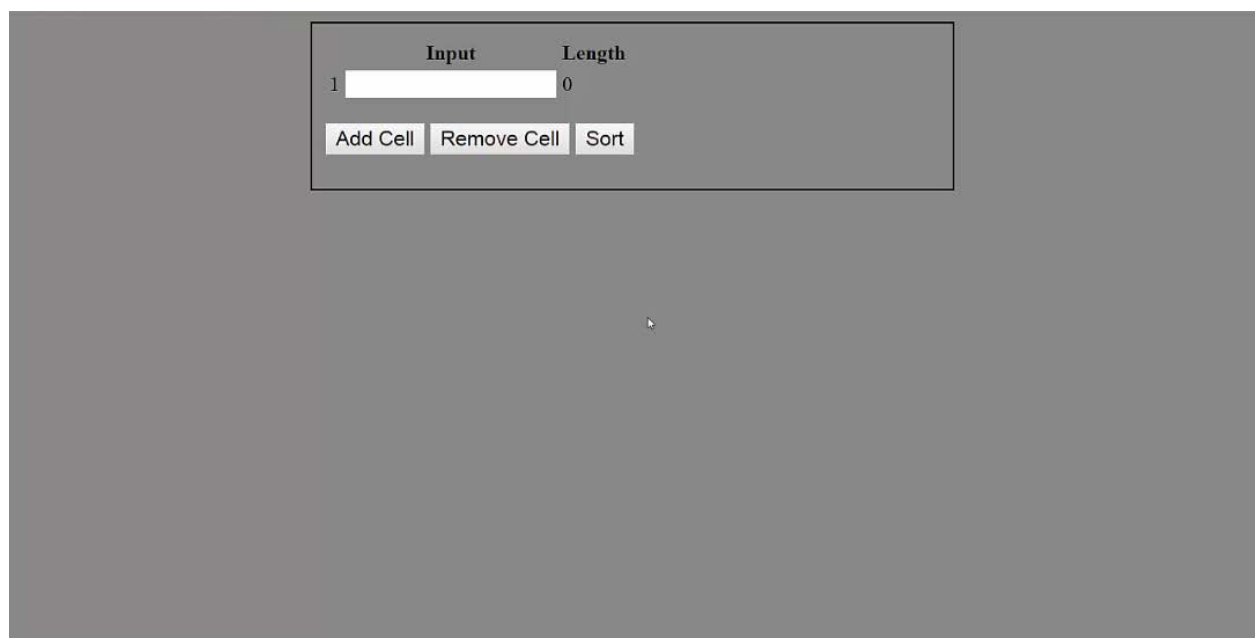
- Clicking one button will add another input widget
- Clicking another button will remove an input widget, always leaving at least one input widget.
- Clicking another button will cause the visible strings to be sorted

As a convenience to the user, the application will remember the string entered into a widget even after the widget is removed. If the widget is added back again, then the saved value will be displayed in the widget. But, be careful, the saved strings do not participate in a sort operation if not visible.

Provide styling that will approximately center the visible components. Also, change the default color for the background.

Organize the application in three files: the HTML file that is the user interface to the application; a file with most of the Javascript code; a file with the styling rules.

1. Basic screen with simple styling



2. Add cell

	Input	Length
1	f	1
2		0
3		0
4		0
5		0

3. Typing

	Input	Length
1	cccc	4
2	ddd	3
3	ee	2
4	f	1
5	bbbbb	5
6	aaaaaa	6

4. Sorting

	Input	Length
1	aaaaaa	6
2	bbbbb	5
3	cccc	4
4	ddd	3
5	ee	2

Add Cell

Remove Cell

Sort

Testing

Your application will be either tested from your project directory or the files will be copied to another directory. Use relative paths to link parts of the application together.

Submission Instruction: Please compress all of your files in a single zip file. Then, rename its title to #Spring2017-CS4720#Assignment03#Your Student ID#Your Name and submit through D2L assignment box (previously dropbox).

Due on 11:30 pm, February 28, 2016