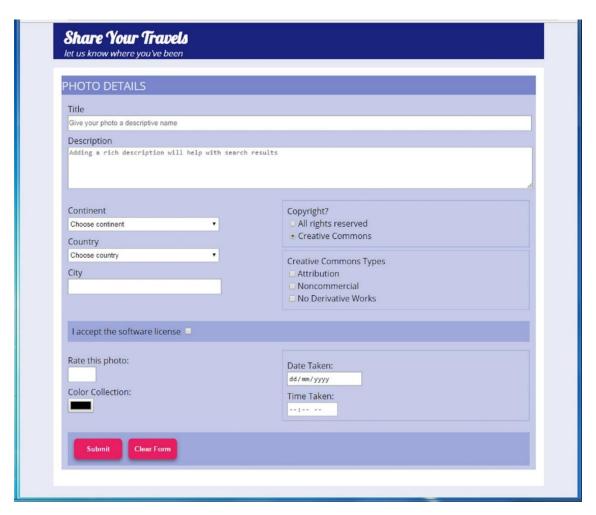# SYSC 4504: Fundamentals of Web Development Programming Assignment 1: Tables and Forms Due: October 15, noon

Assignment Description

This term, we will use one of the end-of-chapter projects as a running example for the programming assignments, the travel blog. Similar to the labs, we will build bits and pieces of the solution over time, but with less initial information/support provided. In this assignment, start with the files provided in the accompanying ZIP folder. Change the HTML markup and CSS styling so that `assignment1.html`, when displayed in a browser, looks as much as possible like the image below (here displayed with Chrome).

The required markup should all go into `assignment1.html`, the necessary styling instructions should be contained within `assignment1.css` (which gets loaded by `assignment1.html`). Design your solution based on the following guidelines:

- Create the form and position elements by placing them within a table. As discussed in class, this is not best practice but it a) helps to exercise table-related markup and b) older sites often use tables for layout so it doesn't hurt to have some experience with this approach. A more sophisticated approach would be to use advanced CSS commands to manage the layout, such as the ones discussed in the textbook (Chapter 7).
- For the drop-down lines, add a few sensible items to each list. For the checkbox list, they should be an array of (initially empty) elements.
- When pressing Submit, the form should issue a request to http://www.randyconnolly.com/tests/process.php. Test that it works and displays the expected outcome as shown in an example below. Since we have not yet dealt with server-side programming, the details of that script should not concern you yet.

Sample input page:

Sample output:

Form Input

GET Data

There are no GET variables

POST Data

title=Travel Pitfalls
description=Here is an example what not to do when trying to eat a BeaverTail
continent=North America
country=Canada
city=Ottawa
copyright=2
cc=Array
--Index 0 Selected value=2
--Index 1 Selected value=3
accept=on
rate=1
color=#ff0000
date=2017-09-22
time=06:30

Submission Requirements

Submit your assignment using `cuLearn`, under `Assignment 1 Submission` for the course. You should submit only a single HTML document, which you should call `assignment1.html` and one CSS file, called `assignment1.css`. Once the TA loads the HTML document with a web browser, he/she should be able to test that you correctly performed all tasks.

Marks will be based on:

- Completeness of your submission
- Correct solution to the problem
- Adhering to the submission requirements

The due date is based on the time of the `cuLearn` server and will be strictly enforced. If you are concerned about missing the deadline: multiple submissions are allowed. So you can always submit a (partial) solution early, and resubmit an improved solution later. This way, you will reduce the risk of running late, for whatever reason (slow computers/networks, unsynchronized clocks, failure of the Internet connection at home, etc.).

In `cuLearn`, you can manage the submission until the deadline, taking it back, deleting/adding files, etc, and resubmitting it. The system also provides online feedback whether you submitted something for an assignment. It may take a while to learn the submission process, so I would encourage you to experiment with it early and contact the TA in case you have problems, as only assignments properly and timely submitted will be marked and will earn you assignment credits.