

## **Due Dates:**

- 23:59 Fri 5/22 (XC)
- 23:59 Mon 5/25

#### **GIT WORKFLOW FOR 281**

Commits are usually made when you've completed something you are working on-- it's done, and you won't be changing it.

A good time to do a commit is when you are finished with a project requirement.

### The Basic Git Workflow

```
$ git status
$ git add .
$ git commit -m ". . ."
$ git push origin master
$ git status
$ git log
```

In Chrome, reload your remote Github repo to verify the push.

**Github Tip: never edit files directly on Github.** Always make your changes in your local repo, and then push them to Github. This leaves your local and remote repos in the same state.

#### **CREATE YOUR PROJECT-4 GITHUB REPO**

- Sign in to Github.
- Paste this Project-4 repo invitation link into Chrome: https://classroom.github.com/a/ODDvhGv-
- Github will create a remote private repo for you, and add it to your other repos on Github.

Important: Notify me right away if your project-4 repo is not available on Github-- I can manually create a repo for you.

- Use the **git clone** command to download the remote repo to your computer
- Use Atom's File > Add Project folder.. command to open your project-4 repo folder

#### **PROJECT REQUIREMENTS**

- 1. [20 pts] Add the Project 4 Learning Objectives to your README.md File.
  - a) In Atom open README.md. Note that it currently describes the Start-State of your repo. Replace that content with the Project 4 Learning Objectives.

- b) Open your README.md file from project 3. It currently has the learning objectives for P3, P2, and P1.
- c) Copy all the project learning objectives from your project 3 README.md. and add it to the end of your your project 4 README.md. When done, your P4 README will have the learning objectives for projects P4, P3, P2, and P1, in descending order.
- d) When you are done, use the *Basic Git Workflow* commands to *stage*, *commit*, and *push* your changes to the *master* branch on your remote repo.
- [40 pts] Creating a To-Do App. The Comments App is covered in ch. 4 of our textbook. See Our First Interactive App, pp. 99-110.

For this requirement, you will modify the comments app to create a To-Do app.

The To-Do app will use the Web Storage API to store list items.

- a) Read about the Web Storage API.
- **b)** Modify the .html file so that the app looks like this:



- **c)** Modify the .js file to use the Web Storage API.
- The comments app adds new comments by creating a new paragraph element and appending it as a new child of a section element. The list of comments is maintained as a list of paragraph elements. That means comments do not persist—when you reload the page, the page returns to its start state, and you lose all the comments you added.
- Using the Web Storage API as a Data Store: For the To-Do app, save the list of paragraphs elements in local Storage.
- The contents of Local Storage persist even when the browser is closed and reopened.
- Note that the list of paragraph elements can be accessed as the *innerHTML* of the *section* element that contains them.

- jQuery's \$.html() method can be used to both get and set the innerHTML of the section element.
- Writing the list to localStorage can be done with one statement:

```
localStorage.setItem("toDoList", $(".comments").html());
```

• When the To-Do app first loads in your browser, the web page should be populated with the list in localStorage, which again can be done with a single statement:

```
$(".comments").html(localStorage.getItem("toDoList"));
```

- This statement will have to be inside an *if* statement. If there is no *toDoList* key in localStorage, *getItem* returns *null*
- **d)** When you are done, use the *Basic Git Workflow* commands to *stage, commit*, and *push* your changes to the *master* branch on your remote repo.
- 3. [40 pts] JavaScript Class Types: The Animal Class.

We've learned about how to create objects in JavaScript using object literal syntax, and JSON.

In ES6, includes a "class" construct, that introduces new

features which are useful for object-oriented programming. Learn about class types by reading the following:

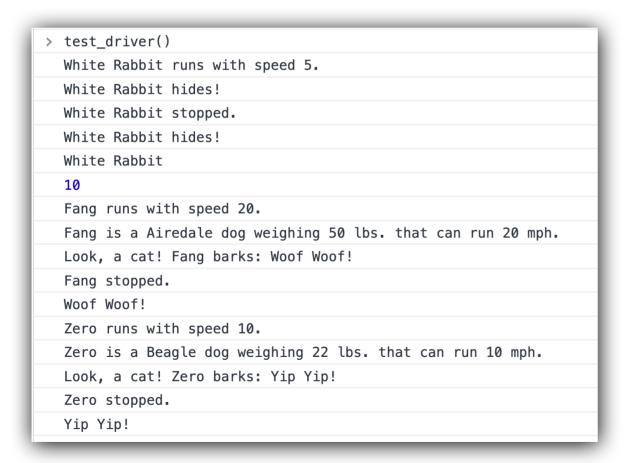
Class Types: Basic syntax

https://javascript.info/class

Class Types: Inheritance

https://javascript.info/class-inheritance

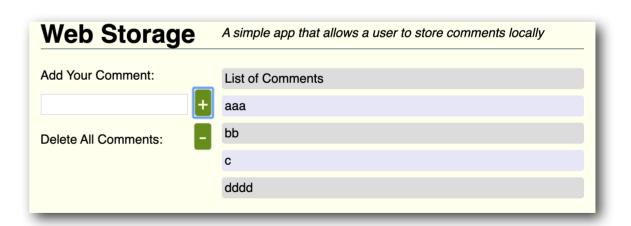
**a)** In Atom, open *Animal.js*. Fill in the details for the class *Dog*, such that, when you run the test driver, the following output is produced:



**b)** When you are done, use the *Basic Git Workflow* commands to *stage*, *commit*, and *push* your changes to the *master* branch on your remote repo.

#### 4. [+5pts XC] Optional Extra Credit.

- a) Save to-do.html as to-do-XC.html. Save to-do.js as to-do-XC.js.
- **b)** Add a delete button to the .html file, as shown below. When the button is clicked, the to-do items are removed from localStorage.
- **c)** When you are done, use the *Basic Git Workflow* commands to *stage, commit*, and *push* your changes to the *master* branch on your remote repo.



## **Meeting the Deadline**

# How to Handle the Deadline

- Start working on your project early. Do not delay.
- Turn in what you have by the deadline-- partial credit is better than none.



[Instructors] are a Superstitious

Sect, Great Keepers of Set Times and Places.

-- from Poor Richard's Almanac

