



# DMIT2008 Assignment 2

Task: Simple Photo Viewing Application – User Interface

Due: October 20<sup>th</sup> 2017

Weight: 20%

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## Overview

Students will design and implement a user interface (UI) for their photo viewing application. Students will be required to demonstrate basics of UI design through application of JavaScript templates, rapid prototyping frameworks/libraries, and CSS preprocessors.

## Description

You are tasked with designing and demonstrating the UI for your simple web-based photo viewing application. The UI must be built using the following:

- Handlebars templates
- Bootstrap UI framework
- Less CSS preprocessor

This UI should effectively provide a means to carry out the tasks of the previous assignment, namely:

- Viewing recent photos
- Viewing photos that match any provided tags
- Pagination of search results
- Viewing the location where the photo was taken [optional]

You should also provide the means to do the following new tasks:

- View a large size for an individual photo, along with basic details (e.g. owner, title, description, dates, etc.)
  - See the [flickr.photos.getInfo](#) API call for more

## Expectations

You are solely responsible for all parts of this assignment (i.e. HTML and JS). At a minimum your application must include/demonstrate the following:

### Previous requirements

- A form for allowing the user to enter search tags (if desired), choose how many results per page (default to 10), and to send the request
- Utilization of jQuery (or another library) to make things easier where possible
- Encapsulation of all your code in an IIFE (i.e. nothing should be leaked to the global object)
- Properly documented code using an acceptable commenting convention (e.g. [JSDoc](#))
- Adherence to a widely accepted code convention for code style
- A clear and coherent directory structure

### Current requirements

- A means to select and view an individual photo along with its details
- **Any other requirements as laid out by your instructor in class**

The emphasis in this assignment is on UI development. Work to produce a user-friendly interface that takes advantage of the required libraries and frameworks.

Also include in the root of your project directory a Word document that contains at a minimum the following (feel free to add any other relevant information):

- A brief reflection paragraph (approx. 250 words); include things such as:
  - What you learned
  - What gave you trouble/sticking points
  - How much time you spent on the project
  - How much collaboration you engaged in to get this done
  - Etc.
- What your thoughts are regarding templating (i.e. use of Handlebars)
- What you liked/disliked regarding the use of Bootstrap to produce your UI
- What you liked/disliked regarding the use of Less to add custom styling to your UI
- A list of any known bugs in your program

## Delivery

Zip your project folder and submit it to Moodle by the deadline. Seek help if you need it; **late submissions will not be graded.**

## Grading Key

Tasks	Grade	Marks	Total
<b>Handlebars</b> Handlebars templates for photos and individual photo Use of a custom Handlebars helper		5 1	6
<b>Bootstrap</b> Bootstrap for prototype layout, components, and default styling (e.g. navigation, pagination, controls, etc.) Use of JavaScript component from Bootstrap		3 1	4
<b>Less</b> Use of custom Less styling to augment default Bootstrap styles (demonstrate variables, mixins, operations, etc.) Use of parametric mixin in Less		3 1	4
<b>Functionality</b> UI is coherent, intuitive, and well designed		3	3
<b>Reflection Document</b>		3	3
<b>Readability and Efficiency</b> <ul style="list-style-type: none"> <li>Follows best practices</li> <li>Documentation [e.g. JSDoc]</li> </ul>		-5	-5

TOTAL MARKS		20
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## Marking Rubric

Marks	5 Marks Criteria
5	Task was completed with the highest of proficiency adhering to best practices and followed subject matter guidelines all tasks were completed to a professional standard.
4	Task was completed well some minor mistakes. Well above average work shows good understanding of the task and high degree of competence
3	Satisfactory work some features missing or incorrectly implemented. Show a moderate level of understanding in the task with room for improvement.
2	Below average work. Task was poorly complete. Show understanding of the task and the requirements to implement but implementation was poorly executed.
1	Some of the task was completed. Showed a lack of understanding in the subject matter and very poorly executed
0	Not completed.

Marks	3 Marks Criteria
3	Proficient shows a high degree of competence in completing task.
2	Capable above average degree of competence in completing task
1	Satisfactory shows a satisfactory degree of competence in completing task.
0	Shows a limited degree of competence in completing task.

Marks	1 Marks Criteria
1	Task Completed satisfactorily
0	Task was not