Tasks

# XDCinema

## Displaying Prices

Task: Below the description of a movie, we want to add the price of the movie in all cinemas that play the movie for the currently selected city. If the user selects a cinema in the search results, the corresponding price should be highlighted. Your task is to implement two functions:

* displayPrices(city, movie): Should display the prices of a ticket in all cinemas in the city that play the movie in a div with id “prices”
* highlightPrice(cinema, city): Highlights the price that corresponds to the cinema in the city

The functions are already called at the appropriate locations in the code, all you have to do is implement them. Please do not modify any files other than task1.js.

Goals:

* User should implement the functions displayPrices and highlightPrice
* The skeleton as well as a comment describing what the function should do are provided
* Mockup of how this could look is provided
* You can use the CSS class “highlighted” for highlighting prices

Requirements:

* Prices are updated correctly whenever the user chooses a different city
* Price should be highlighted when the user selects a cinema

Required functions:

* getCinemaPrice(name, location): returns the price for the cinema “name” in the city “city”
* getCinemas(movie, city): returns a list of names of cinemas where the movie “movie” plays in city “city”

Bonus: show/hide comments for movie

# XDYouTube

## Remote Control for Videos

Task: In the landscape view of the XDYouTube app, display remote controls for the current video. If no video is currently playing, do not show the buttons. The buttons should change from pause to play and vice/versa when clicking them. The state of the buttons should be synced on all devices. If the button is clicked on one device, the display of the button should change on all devices and the video should play/pause.

Additional task: style the button so it looks good on all devices.

Given:

* Button
* Click event that triggers a function

Task:

* Implement the function that is triggered when the click event fires:
  + Nothing should happen if there is no active video
  + If there is an active video, change the synced variable
* Implement the function that is triggered when the synced variable is changed
  + Change the state of the button if the device is a controller
  + Pause/play the video if the device is a player

Bonus: control volume of the video, mute/unmute video, skip to x seconds, go to next video

Required functions:

* this.pauseVideo()
* this.unpauseVideo()
* this.isVideoPlaying(): returns if any video is currently playing (even if it is paused)
* this.setPausedState(state): sets the state of the synced variable
* this.getPausedState(): returns the state of the video (true -> paused, false -> playing)
* this.isPlayer(): returns if the current device has the role “player”
* this.isController(): return if the current device has the role controller