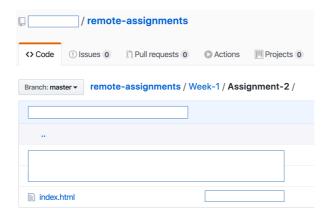
Remote Learning Assignment - Week 1

### **Assignment 1: Git and GitHub Page**

Follow this <u>document</u> to host your own website on Github Page and take steps below to hand in your assignments:

- 1. Create a new repository named remote-assignments in your GitHub account.
- 2. Create folders in this repository for assignments of each week.
  - a. Create folder Week-n for week N. (N is an integer)
  - b. Under folder <u>Week-n</u>, create folder <u>Assignment-M</u> for all the files you like to submit in assignment M (M is an integer)
- 3. Manage and submit your work to GitHub by any Git tool.
- 4. For example of Week-1, Assignment-2:
  - a. Your **Github Page link** should look like: <a href="https://username.github.io/remote-assignments/Week-1/Assignment-2/">https://username.github.io/remote-assignments/Week-1/Assignment-2/</a>
  - b. Your **Github repository** should look like:



**Reminder:** this assignment is very important for coming tasks in the next 3 weeks. You have to complete it anyway!

Remote Learning Assignment - Week 1

# Assignment 2: Page Layout in pure HTML/CSS

Apply any HTML, CSS techniques <u>without</u> Bootstrap, JQuery or other libraries to accomplish following page layout requests. You can find a lot of elegant icons in Iconfinder (<a href="https://www.iconfinder.com/">https://www.iconfinder.com/</a>).

**Basic Principle:** You can use <u>Chrome Device Mode</u> to get quick layout tests in different screen width.

### **Key Points:**

- 1. Website Title / Logo in the navigator should align to the left.
- 2. Menu Items in the navigator should align to the right.
- 3. Total width of content boxes should be fixed in 1200px when screen width > 1200px.



Hint: use flexbox for layout will help you a lot.

Remote Learning Assignment - Week 1

### **Assignment 3: Javascript Basic**

You will learn the basic skill of javascript next week, but it's a good time to try to overcome some simple problems by your own first. Your job is to complete the following two functions.

- 1. countAandB: count how many 'a' and 'b' letters in the given input and return the total number.
- 2. toNumber: convert English letter to number, let 'a' to be 1, 'b' to be 2 and so on.

In both questions, you will only get 'a', 'b', 'c', 'd' or 'e' in the input array.

```
function countAandB(input) {

// your code here

}

function toNumber(input) {

// your code here

}

let input1 = ['a', 'b', 'c', 'a', 'c', 'a', 'c'];

console.log(countAandB(input1)); // should print 4 (3 'a' letters and 1 'b' letter)

console.log(toNumber(input1); // should print [1, 2, 3, 1, 3, 1, 3]

let input2 = ['e', 'd', 'c', 'd', 'e'];

console.log(countAandB(input2)); // should print 0

console.log(toNumber(input2); // should print [5, 4, 3, 4, 5]
```

Remote Learning Assignment - Week 1

## **Assignment 4: Google Developers Page (Advanced Optional)**

Imitate web page in the real world is a good way to improve your skills. Your work is to create a web page looking like <u>Google Developers</u> as possible as you can!

#### Reminders:

- 1. Before you start coding, look and play target page carefully.
- 2. Take care of the layout first. If you feel it's not too hard, you can also try to add those dynamic functions like buttons and drop-down menu by javascript.
- 3. If you can, take care of all the details: sizes, spaces, colors, dimensions, etc. That's what you can be really stand out from others.