**Summary**

***Harpe Gaming***: Sean Greer manages the development of the website for Harpe Gaming, a store chain specializing in digital games and entertainment. He is working on a redesign of the website and has asked you to work on the design of product pages. Each product page contains a description of a game and a few sample customer reviews.

You work on a page for a digital game called **Dance Off** . The information about the game and customer reviews is stored in an external JavaScript file. Your job will be to extract that data from the JavaScript file and write it into the HTML code of the web page.

A preview of the home page is shown above.

The style sheets and graphic files have already been created for you. Your job is to write the HTML markup. A preview of a completed page is shown in Figure 10-36.

[](https://storage.googleapis.com/codevolve-assets/cengage/html-css3-carey-7th/Figure%2010-36.png)**Figure 10-36. Harpe Gaming product page**

**Instructions**

This Review Assignment contains interactive instructions that you can complete to ensure you've completed the instruction correctly.

After reading each instruction thoroughly, perform the requested change in the code editor to the right. You can use the **Build Website** button to refresh your website preview at any point and view a full-page version of your website by clicking the arrow in the top right corner of your website preview.

After you've completed an instruction, click the corresponding check box in your list of instructions. This will trigger simulated tests of your website to ensure that you successfully completed the instruction.

### Setup

Enter **your name** and **the date** in the comment section of **hg\_game.html** and **hg\_report.js**.

### Link JS Files

Go to the **hg\_game.html** file and directly above the closing </head> tag, insert script elements to link the page to the **hg\_product.js** and **hg\_report.js** files in that order. Defer the loading and running of both script files until after the page has loaded.

You will not be tested on this instruction, but you should still complete this step.

### Elements

Scroll down the document and insert an empty article element and an empty aside element directly above the closing </section> tag. The article element will contain information about the game. The aside element will contain a list of customer reviews.

JS FILE

Open the **hg\_product.js** file and take some time to review the variables and values stored in the file, but do not make any changes to the file content.

**Variables**

Go to the **hg\_report.js** file. First, you write information about the game that will be displayed in the web page. Declare a variable named **gameReport**. Within the **gameReport** variable, store the following HTML code.

<h1> title </h1>  
<h2>By: manufacturer </h2>  
<img src=”hg\_ id .png” alt=” id ” id=”gameImg” />  
<table>  
<tr><th>Product ID</th><td> id </td></tr>  
<tr><th>List Price</th><td> price </td></tr>  
<tr><th>Platform</th><td> platform </td></tr>  
<tr><th>ESRB Rating</th><td> esrb </td></tr>  
<tr><th>Condition</th><td> condition </td></tr>  
<tr><th>Release</th><td> release </td></tr>  
</table>  
summary

where title , manufacturer , id , price , platform , esrb , condition , release and summary use the values from corresponding variables in the **hg\_product.js** file.

**Game Report**

Display the value of the **gameReport** variable in the inner HTML of the first (and only) article element in the document.

*(Hint : Use the getElementsByTagName() method, referencing the first item in the array of article elements.)*

**Ratings**

Next, you write the information from the customer ratings. Start by calculating the average customer rating of the game. Declare a variable named **ratingsSum** setting its initial value to 0.

Declare a variable named **ratingsCount** equal to the length of the **ratings** array.

Create a for loop to loop through the contents of the **ratings** array. Each time through the loop, add the value of current ratings value to the value of the **ratingsSum** variable.

After the for loop, declare the **ratingsAvg** variable, setting its value equal to the value of the **ratingsSum** variable divided by the value of **ratingsCount**.

Declare a variable named **ratingReport**. Set its initial value to the text string

<h1>Customer Reviews</h1>  
<h2> average out of 5 stars ( count reviews)</h2>

where average is the value of the **ratingsAvg** variable and count is the value of **ratingsCount**.

### For Loop

Next, you display the content of the first three customer reviews. Create a for loop in which the counter goes from 0 to 2 in steps of 1. Within the for loop, insert the commands described in the following steps:

* Add the following HTML code to the value of the **ratingReport** variable

<div class=”review”>  
<h1> title </h1>  
<table>  
<tr><th>By</th><td> author </td></tr>  
<tr><th>Review Date</th><td> date </td></tr>  
<tr><th>Rating</th><td>

where title is the value of the **ratingTitles** array item for current review, author is the value of the current **ratingAuthors** array item, and date is the value of the current **ratingDates** item.

* Each customer rates the game on a scale of 1 to 5 stars. Sean would like to have the stars displayed graphically. Add a nested for loop where the counter goes from 1 up to the value of the current customer rating of the game in increments of one. Each time through the nested for loop, add the following HTML code to the value of the **ratingReport** variable:

<img src=”hg\_star.png” />

* Directly after the nested for loop, but still within the outer for loop, insert commands to add the following HTML code to the value of the **ratingReport** variable

</td></tr></table>  
summary  
</div>

where summaryis the value from the **ratingSummaries** array for the current customer review.

You will not be tested on this instruction, but you should still complete this step.

### Set the Rating

Write the value of the **ratingReport** variable to the inner HTML of the first and only aside element in the document.

(Hint : As you did with the *article* element, use the *getElementsByTagName()* method and reference the first item from the array of *aside* elements.)

### Verify

Document your code with informative comments throughout. Open the **hg\_game.html** file and click the **Build Website** button. Verify that the page shows the game summary and contents of the first three customer reviews. The page should also correctly calculate an average customer rating of 3.79 for the Dance Off game based on a total of 19 customer reviews.

### Validate

You can use the [W3C HTML Validator](https://validator.w3.org/#validate_by_input) to ensure that your HTML files adhere to World Wide Web (W3) standards. This also helps improve the readability of your HTML files, making them easier to work with.