SIT725
3.2P

GETTING GRAPHICAL

Intro

In the current week, we will focus on enhancing the graphical aspects and gaining a deeper understanding of developing robust web applications. It is essential that you remain attentive throughout the process and avoid skimming through the material, as your performance will be evaluated. Take this opportunity to thoroughly grasp the concepts, as it will contribute to your overall assessment.

Instructions

It is time to start thinking about creating a proper web application, and in order to do so, you need to draw it first. To do so, we need a good plan, and we need to know what we are going to be building.

Same as the practical session, using materialize try to improve your web application in the design part. Write similar code in server/ client parts but run it on your own systems.

Submission details and Delivery

- Once you are done, push your code into your repo. Pls follow the github guidelines given in Task 1.4P
- Share your repo link and provide screenshots of the running code as evidence, convert it to .pdf and upload it to the OnTrack.

If you want to be sure, simply clone your repo. If you can clone it, I can clone it 😊