

**International University**

School of Computer Science and Engineering

# **Web Application Development**

## **Laboratory**

**IT093IU**

**Lab #3\_2**

**Submitted by**

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## Task 2.1: Weather Dashboard

```
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8" />
5      <title>Weather Dashboard</title>
6      <style>
7          * {
8              margin: 0;
9              padding: 0;
10             box-sizing: border-box;
11         }
12         body {
13             font-family: Arial, sans-serif;
14             background: linear-gradient(135deg, #667eea 0%, #764ba2 100%);
15             min-height: 100vh;
16             padding: 20px;
17         }
18         .container {
19             max-width: 900px;
20             margin: 0 auto;
21         }
22         .search-box {
23             background: white;
24             padding: 20px;
25             border-radius: 10px;
26             margin-bottom: 20px;
27             display: flex;
28             flex-direction: column;
29             gap: 10px;
30         }
31         .search-box input {
32             padding: 12px;
33             border: 2px solid #ddd;
34             border-radius: 4px;
35             font-size: 16px;
36         }
37         .search-box button {
38             width: 28%;
39             padding: 12px;
40             background: #667eea;
41             color: white;
42             border: none;
43             border-radius: 4px;
```

```
44     cursor: pointer;
45     font-size: 16px;
46   }
47   .weather-card {
48     background: #white;
49     padding: 30px;
50     border-radius: 10px;
51     box-shadow: 0 10px 30px rgba(0, 0, 0, 0.2);
52     margin-bottom: 20px;
53   }
54   .current-weather {
55     display: flex;
56     justify-content: space-between;
57     align-items: center;
58   }
59   .temp-display {
60     font-size: 48px;
61     font-weight: bold;
62   }
63   .forecast-grid {
64     display: grid;
65     grid-template-columns: repeat(auto-fit, minmax(150px, 1fr));
66     gap: 15px;
67     margin-top: 20px;
68   }
69   .forecast-item {
70     background: #f8f9fa;
71     padding: 15px;
72     border-radius: 8px;
73     text-align: center;
74   }
75   .loading {
76     text-align: center;
77     padding: 40px;
78     font-size: 18px;
79     color: #white;
80   }
81   .error {
82     background: #dc3545;
```

```
83   color: #white;
84   padding: 15px;
85   border-radius: 8px;
86   margin-bottom: 20px;
87 }
88 .recent-searches {
89   display: flex;
90   gap: 10px;
91   margin-top: 10px;
92   flex-wrap: wrap;
93 }
94 .recent-city {
95   padding: 5px 15px;
96   background: #9eccef;
97   border-radius: 20px;
98   cursor: pointer;
99   font-size: 14px;
100 }
101 .recent-city:hover {
102   background: #dee2e6;
103 }
104 </style>
105 </head>
106 <body>
107 <div class="container">
108   <h1 style="color: #white; text-align: center; margin-bottom: 30px">
109     Weather Dashboard
110   </h1>
111
112   <div class="search-box">
113     <input
114       type="text"
115       id="cityInput"
116       placeholder="Enter city name..."
117       onkeypress="if(event.key==='Enter') searchWeather()"
118     />
119     <button onclick="searchWeather()">Search</button>
120   <div class="recent-searches" id="recentSearches"></div>
121 </div>
```

```

<div id="errorMessage"></div>
<div id="weatherDisplay"></div>
<div id="forecastDisplay"></div>
</div>

<script>
const API_KEY = "32d0b938a15dd55ba902c3ec35725355";
const weatherDisplay = document.getElementById("weatherDisplay");
const forecastDisplay = document.getElementById("forecastDisplay");
const errorMessage = document.getElementById("errorMessage");
const recentSearches = document.getElementById("recentSearches");

const weatherEmojis = {
  Clear: "☀",
  Clouds: "☁",
  Rain: "🌧",
  Drizzle: "🌦",
  Thunderstorm: "⛈",
  Snow: "❄",
  Mist: "🌫",
  Smoke: "🌫",
  Haze: "🌫",
  Dust: "🌫",
  Fog: "🌫",
};

async function fetchWeather(city) {
  const res = await fetch(
    `https://api.openweathermap.org/data/2.5/weather?q=${city}&appid=${API_KEY}&units=metric`
  );
  if (!res.ok) throw new Error("City not found");
  return res.json();
}

157  async function fetchForecast(city) {
158    const res = await fetch(
159      `https://api.openweathermap.org/data/2.5/forecast?q=${city}&appid=${API_KEY}&units=metric`
160    );
161    if (!res.ok) throw new Error("Forecast not found");
162    return res.json();
163  }

164  function displayWeather(data) {
165    const weather = data.weather[0];
166    const icon = weatherEmojis[weather.main] || "🌈";
167
168    weatherDisplay.innerHTML =
169      `

170        <div class="current-weather">
171          <div>
172            <h2>${data.name}, ${data.sys.country}</h2>
173            <p>${weather.description} ${icon}</p>
174            <p>Humidity: ${data.main.humidity}% | Wind: ${data.wind.speed} km/h</p>
175          </div>
176          <div class="temp-display">${Math.round(data.main.temp)}°C</div>
177        </div>
178

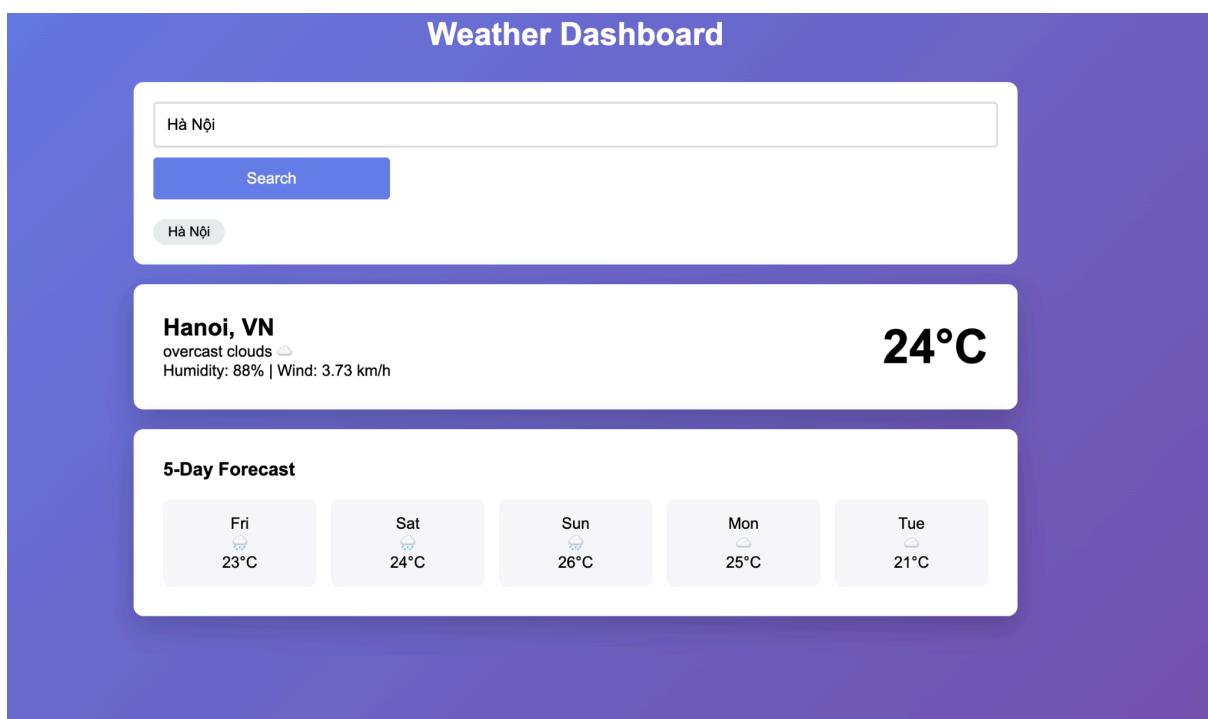
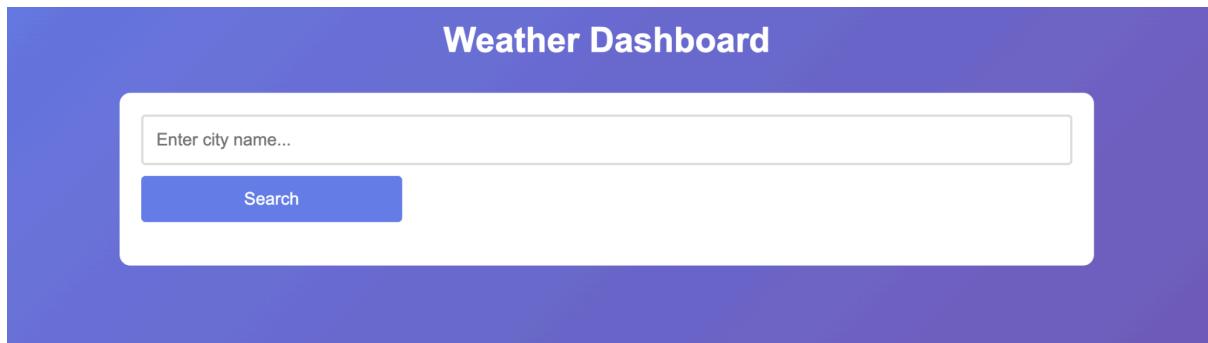
`;
179
180  }
181
182  function displayForecast(data) {
183    const filtered = data.list.filter((item) =>
184      item.dt_txt.includes("12:00:00")
185    );
186    let forecastHTML = `<div class="weather-card"><h3>5-Day Forecast</h3>
187      <div class="forecast-grid">`;
188
189
190

```

```

192     filtered.forEach((item) => {
193         const date = new Date(item.dt_txt);
194         const day = date.toLocaleDateString("en-US", { weekday: "short" });
195         const weather = item.weather[0];
196         const icon = weatherEmojis[weather.main] || "🌈";
197
198         forecastHTML += `
199             <div class="forecast-item">
200                 <p>${day}</p>
201                 <p>${icon}</p>
202                 <p>${Math.round(item.main.temp)}°C</p>
203             </div>
204         `;
205     );
206
207     forecastHTML += `</div></div>`;
208     forecastDisplay.innerHTML = forecastHTML;
209 }
210
211 async function searchWeather() {
212     const city = document.getElementById("cityInput").value.trim();
213     if (!city) return showError("Please enter a city name.");
214     clearError();
215     weatherDisplay.innerHTML = `<div class="loading">Loading...</div>`;
216     forecastDisplay.innerHTML = "";
217
218     try {
219         const weatherData = await fetchWeather(city);
220         const forecastData = await fetchForecast(city);
221         displayWeather(weatherData);
222         displayForecast(forecastData);
223         saveRecentSearch(city);
224     } catch (err) {
225         showError(err.message);
226         weatherDisplay.innerHTML = "";
227         forecastDisplay.innerHTML = "";
228     }
229 }
230
231 function saveRecentSearch(city) {
232     let searches = JSON.parse(localStorage.getItem("recentCities")) || [];
233     searches = [
234         city,
235         ...searches.filter((c) => c.toLowerCase() !== city.toLowerCase()),
236     ];
237     if (searches.length > 5) searches.pop();
238     localStorage.setItem("recentCities", JSON.stringify(searches));
239     loadRecentSearches();
240 }
241
242 function loadRecentSearches() {
243     const searches = JSON.parse(localStorage.getItem("recentCities")) || [];
244     recentSearches.innerHTML = searches
245         .map(
246             (c) =>
247                 `<div class="recent-city" onclick="searchCity('${c}')">${c}</div>`
248         )
249         .join("");
250 }
251
252 function searchCity(city) {
253     document.getElementById("cityInput").value = city;
254     searchWeather();
255 }
256
257 function showError(msg) {
258     errorMessage.innerHTML = `<div class="error">${msg}</div>`;
259 }
260
261 function clearError() {
262     errorMessage.innerHTML = "";
263 }
264
265 // Initialize
266 loadRecentSearches();
267 </script>
268 </body>
269 </html>
```

## Output:



## Explain:

### 1. *fetchWeather(city)*

This function fetches current weather data for a given city using the OpenWeatherMap API. It calls the /weather endpoint with the city name and your API key. If the response is invalid (for example, the city doesn't exist), it throws an error "City not found." If successful, it returns the data as a JSON object containing temperature, humidity, wind speed, and weather conditions.

### 2. *fetchForecast(city)*

This function works similarly to *fetchWeather()* but retrieves the 5-day forecast (in 3-hour intervals) from the /forecast endpoint. If the request

fails, it throws "Forecast not found." The returned JSON includes a list of weather predictions for upcoming days.

### *3. `displayWeather(data)`*

This function takes the current weather data and displays it on the page. It extracts details such as the city name, country, description, humidity, wind speed, and temperature, then inserts this information into the `weatherDisplay` element as HTML. It also adds an emoji (☀️, ☁️, 🌧️, etc.) corresponding to the weather type.

### *4. `displayForecast(data)`*

This function displays the 5-day forecast. It filters the forecast list to show only entries around noon (12:00:00) each day, then creates a grid of forecast cards with the weekday name, emoji icon, and temperature. Finally, it updates the `forecastDisplay` section with this HTML content.

### *5. `searchWeather()`*

This is the main control function.

When the user clicks “Search” or presses Enter:

It gets the city name from the input box. If empty, it shows an error message. Otherwise, it displays a “Loading...” message and clears any old results. Then it calls both `fetchWeather()` and `fetchForecast()` to get the data. If successful, it calls `displayWeather()` and `displayForecast()` to show results. It also calls `saveRecentSearch()` to store the city name for later quick access. If any error occurs, it displays the error message using `showError()`.

### *6. `saveRecentSearch(city)`*

This function saves the recently searched city into the browser’s `localStorage`. It ensures there are no duplicates, limits the list to 5 cities, and then updates the “recent searches” section by calling `loadRecentSearches()`.

### *7. `loadRecentSearches()`*

This function retrieves the stored cities from `localStorage` and displays them as clickable buttons. When clicked, each city triggers a new search via `searchCity()`.

*8. `searchCity(city)`*

This function allows users to quickly re-search a city by clicking it from the recent searches list. It fills the input box with that city name and calls `searchWeather()` again.

*9. `showError(msg)`*

Displays an error message (for example, “City not found”) inside the `#errorMessage` element, styled in red for visibility.

*10. `clearError()`*

Removes any previous error messages from the screen before starting a new search.

*11. `loadRecentSearches(); (Initialization)`*

This line runs automatically when the page loads, ensuring previously saved cities appear in the “Recent Searches” section right away.

## Task 2.2: GitHub Repository Finder

```
Lab03_2 > 5 task2_2.html > ...
1  <!DOCTYPE html>
2  <html lang="en">
3      <head>
4          <meta charset="UTF-8" />
5          <title>GitHub Repo Finder</title>
6          <style>
7              * {
8                  margin: 0;
9                  padding: 0;
10                 box-sizing: border-box;
11             }
12             body {
13                 font-family: "Segoe UI", Tahoma, Geneva, Verdana, sans-serif;
14                 background: #0d1117;
15                 color: #c9d1d9;
16                 padding: 20px;
17             }
18             .container {
19                 max-width: 1000px;
20                 margin: 0 auto;
21             }
22             .header {
23                 text-align: center;
24                 margin-bottom: 40px;
25             }
26             .header h1 {
27                 color: #58a6ff;
28                 margin-bottom: 10px;
29             }
30             .search-container {
31                 background: #161b22;
32                 padding: 20px;
33                 border-radius: 8px;
34                 margin-bottom: 30px;
35             }
36             .search-box {
37                 display: flex;
38                 gap: 10px;
39                 margin-bottom: 15px;
40             }
41             .search-box input {
42                 flex: 1;
43                 padding: 12px;
```

```
44     background: #0d1117;
45     border: 1px solid #30363d;
46     border-radius: 6px;
47     color: #c9d1d9;
48     font-size: 16px;
49   }
50   .search-box button {
51     padding: 12px 30px;
52     background: #238636;
53     color: white;
54     border: none;
55     border-radius: 6px;
56     cursor: pointer;
57     font-size: 16px;
58   }
59   .search-box button:hover {
60     background: #2ea043;
61   }
62   .filters {
63     display: flex;
64     gap: 10px;
65     align-items: center;
66   }
67   .filters label {
68     color: #8b949e;
69   }
70   .filters select {
71     padding: 8px 12px;
72     background: #0d1117;
73     border: 1px solid #30363d;
74     border-radius: 6px;
75     color: #c9d1d9;
76   }
77   .repo-card {
78     background: #161b22;
79     border: 1px solid #30363d;
80     border-radius: 8px;
81     padding: 20px;
82     margin-bottom: 15px;
```

```
83         transition: transform 0.2s;
84     }
85     .repo-card:hover {
86         transform: translateY(-2px);
87         border-color: #58a6ff;
88     }
89     .repo-name {
90         color: #58a6ff;
91         font-size: 20px;
92         font-weight: bold;
93         text-decoration: none;
94     }
95     .repo-name:hover {
96         text-decoration: underline;
97     }
98     .repo-description {
99         color: #8b949e;
100        margin: 10px 0;
101    }
102    .repo-meta {
103        display: flex;
104        gap: 20px;
105        font-size: 14px;
106        color: #8b949e;
107        flex-wrap: wrap;
108    }
109    .language-badge {
110        display: inline-block;
111        padding: 4px 10px;
112        background: #1f6feb;
113        border-radius: 12px;
114        font-size: 12px;
115        color: white;
116    }
117    .loading {
118        text-align: center;
119        padding: 40px;
120        color: #8b949e;
121    }
```

```
122     .error {
123         background: #da3633;
124         color: white;
125         padding: 15px;
126         border-radius: 6px;
127         margin-bottom: 20px;
128     }
129     .load-more {
130         text-align: center;
131         margin: 30px 0;
132     }
133     .load-more button {
134         padding: 12px 40px;
135         background: #21262d;
136         border: 1px solid #30363d;
137         color: #c9d1d9;
138         border-radius: 6px;
139         cursor: pointer;
140         font-size: 16px;
141     }
142     .load-more button:hover {
143         background: #30363d;
144     }
145   
```

</style>

```
146 </head>
147 <body>
148   <div class="container">
149     <div class="header">
150       <h1> GitHub Repository Finder</h1>
151       <p style="color: #8b949e">Search and explore GitHub repositories</p>
152     </div>
153
154     <div class="search-container">
155       <div class="search-box">
156         <input
157           id="searchInput"
158           placeholder="Search repositories..."
159           onkeypress="if(event.key==='Enter')performSearch()"
160           />
161         <button onclick="performSearch()">Search</button>
```

```
162     </div>
163     <div class="filters">
164         <label>Sort by:</label>
165         <select id="sortSelect" onchange="performSearch()">
166             <option value="stars">★ Stars</option>
167             <option value="forks">⚡ Forks</option>
168             <option value="updated">🕒 Recently Updated</option>
169         </select>
170     </div>
171 </div>
172
173     <div id="errorMessage"></div>
174     <div id="repoList"></div>
175     <div id="loadMoreContainer"></div>
176 </div>
177
178 <script>
179     let currentPage = 1;
180     let currentQuery = "";
181     let currentSort = "stars";
182     let totalResults = 0;
183
184     async function searchRepositories(query, sort = "stars", page = 1) {
185         const url = `https://api.github.com/search/repositories?q=${encodeURIComponent(
186             query
187         )}&sort=${sort}&page=${page}&per_page=10`;
188         const res = await fetch(url);
189         if (res.status === 403)
190             throw new Error("Rate limit exceeded (max 60/hr)");
191         if (!res.ok) throw new Error("Failed to fetch repositories");
192         return res.json();
193     }
194
195     function createRepoCard(repo) {
196         return `
197             <div class="repo-card">
198                 <a href="${repo.html_url}" class="repo-name" target="_blank">${
199                     repo.full_name
```

```
200      }</a>
201      <p class="repo-description">${
202        | repo.description || "No description available."
203      }</p>
204      <div class="repo-meta">
205        <span>★ ${formatNumber(repo.stargazers_count)}</span>
206        <span>🍴 ${formatNumber(repo.forks_count)}</span>
207        <span>👤 ${repo.owner.login}</span>
208        ${
209          | repo.language
210            ? `<span class="language-badge">${repo.language}</span>`
211            : ""
212        }
213      </div>
214    </div>`;
215  }
216
217  function displayRepositories(repos, append = false) {
218    const container = document.getElementById("repoList");
219    const html = repos.map(createRepoCard).join("");
220    container.innerHTML = append ? container.innerHTML + html : html;
221  }
222
223  async function performSearch() {
224    const query = document.getElementById("searchInput").value.trim();
225    const sort = document.getElementById("sortSelect").value;
226    if (!query) return;
227    clearError();
228    currentPage = 1;
229    currentQuery = query;
230    currentSort = sort;
231    const repoList = document.getElementById("repoList");
232    repoList.innerHTML = '<div class="loading">Loading...</div>';
233    document.getElementById("loadMoreContainer").innerHTML = "";
234    try {
235      const data = await searchRepositories(query, sort, currentPage);
236      totalResults = data.total_count;
237      displayRepositories(data.items);
238      if (totalResults > 10) showLoadMore();

```

```
239     } catch (err) {
240         showError(err.message);
241     }
242 }
243
244 async function loadMore() {
245     currentPage++;
246     try {
247         const data = await searchRepositories(
248             currentQuery,
249             currentSort,
250             currentPage
251         );
252         displayRepositories(data.items, true);
253         if (currentPage * 10 >= totalResults)
254             document.getElementById("loadMoreContainer").innerHTML = "";
255     } catch (err) {
256         showError(err.message);
257     }
258 }
259
260 function showLoadMore() {
261     document.getElementById(
262         "loadMoreContainer"
263     ).innerHTML = `<div class="load-more"><button onclick="loadMore()">Load More Results</button></div>`;
264 }
265
266 function showError(msg) {
267     document.getElementById(
268         "errorMessage"
269     ).innerHTML = `<div class="error">${msg}</div>`;
270 }
271 function clearError() {
272     document.getElementById("errorMessage").innerHTML = "";
273 }
274
275 function formatNumber(num) {
276     if (num >= 1_000_000) return (num / 1_000_000).toFixed(1) + "M";
277     if (num >= 1000) return (num / 1000).toFixed(1) + "k";
278     return num;
279 }
280 </script>
281 </body>
282 </html>
```

## Output:

The GitHub Repository Finder application interface. At the top, there is a search bar with the placeholder "Search repositories..." and a green "Search" button. Below the search bar is a "Sort by:" dropdown menu set to "★ Stars". The main area displays search results for the query "game". Each result is presented in a card format with the repository name, description, statistics (stars, forks, updated), and language.

- godotengine/godot**  
Godot Engine – Multi-platform 2D and 3D game engine  
★ 103.0k ⚡ 23.5k 🏫 godotengine C++
- dkhamsing/open-source-ios-apps**  
:iphone: Collaborative List of Open-Source iOS Apps  
★ 47.3k ⚡ 5.7k 🏫 dkhamsing
- pixijs/pixijs**  
The HTML5 Creation Engine: Create beautiful digital content with the fastest, most flexible 2D WebGL renderer.  
★ 46.0k ⚡ 4.9k 🏫 pixijs TypeScript
- bevyengine/bevy**  
A refreshingly simple data-driven game engine built in Rust  
★ 43.0k ⚡ 4.2k 🏫 bevyengine Rust
- phaserjs/phaser**  
Phaser is a fun, free and fast 2D game framework for making HTML5 games for desktop and mobile web browsers, supporting Canvas and WebGL rendering.

## Explain:

### 1. *searchRepositories(query, sort = "stars", page = 1)*

This asynchronous function sends a request to the GitHub Search API to find repositories matching the given query. It includes parameters for sorting (stars, forks, or updated) and pagination (page). If GitHub's rate limit (60 requests/hour) is exceeded, it throws an error. Otherwise, it returns the response data as JSON, which includes a list of repositories and total results.

### 2. *createRepoCard(repo)*

This function builds an HTML card for a single repository using its data (name, description, stars, forks, owner, and language).

It uses template literals to create a clickable layout that links directly to the repository's GitHub page. If the repo has no description or language, it displays default text or omits that field.

### *3. `displayRepositories(repos, append = false)`*

This function displays a list of repositories on the page. It maps each repository to an HTML card using `createRepoCard()` and then inserts the result into the `#repoList` container. If `append` is true, new results are added below the existing ones (used for pagination); otherwise, it replaces the current content.

### *4. `performSearch()`*

This is the main control function triggered when the user clicks “Search” or presses Enter. It reads the search keyword and selected sorting option, resets pagination, and shows a loading message. Then it calls `searchRepositories()` to fetch results, displays them using `displayRepositories()`, and adds a “Load More” button if there are more than 10 results. If an error occurs (e.g., API limit or network issue), it shows an error message using `showError()`.

### *5. `loadMore()`*

This function enables infinite scrolling/pagination. When the “Load More” button is clicked, it increments the `currentPage`, fetches the next set of repositories, and appends them to the existing list. If all results have been loaded, it removes the “Load More” button.

### *6. `showLoadMore()`*

Displays the “Load More Results” button at the bottom of the list by dynamically inserting a button into `#loadMoreContainer`. When clicked, it calls the `loadMore()` function.

### *7. `showError(msg)`*

Displays an error alert box (red background) inside the `#errorMessage` section with a custom message passed in as `msg`.

### *8. `clearError()`*

Clears any existing error message before starting a new search or updating results.

#### 9. *formatNumber(num)*

Formats large numbers for readability:

- Converts millions to M (e.g., 2,300,000 → “2.3M”)
- Converts thousands to k (e.g., 4,500 → “4.5k”)
- Returns smaller numbers unchanged.

This function is used to format the star and fork counts displayed in each repo card.