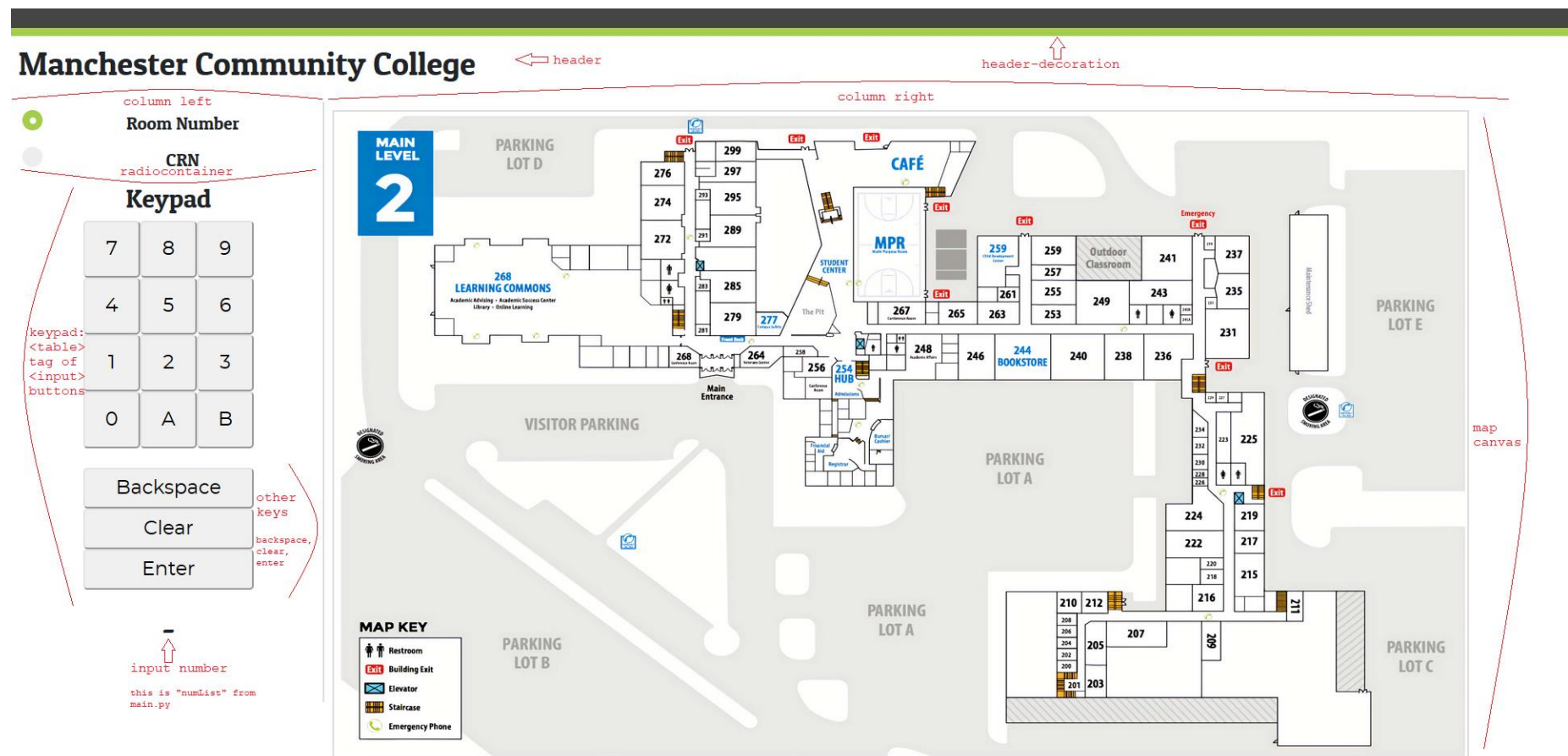# HTML

Since HTML is the whole visual aspect of this project, I will be explaining each tag with a screenshot of the HTML element as a diagram. Any tags that don't have any visual representation will be explained through text.

Visual

Everything Else

This is where everything else will be explained. This includes button functions, everything in the head tag, and everything else without visual representation.

Head Tag

UTF-8 – This is a standard in HTML. This is the default encoding for characters.

Viewport – Here the width of the page is set to the width of the window.

Shortcut Icon – assets/favicon.ico is where the HTML page looks to find the shortcut icon. This is the same icon that would be shown if this HTML page were open in a browser tab. It is supposed to be the app's icon but doesn't work on the production version for some reason that I can't explain.

Stylesheet, Bootstrap – Bootstrap is a very popular HTML, CSS, and JS library. Stored offline as the production PC isn't connected to the internet.

Stylesheet, Style – This is the CSS that I wrote unless I gave credit to some other entity. This will be explained in the documentation for CSS-style.

Stylesheet, Custom Radio – Different styling for the radio buttons that are chosen between when entering a CRN or room number. Credit to w3schools at https://www.w3schools.com/howto/tryit.asp?filename=tryhow_css_custom_radio

JavaScript, JQuery – Required for some parts of Bootstrap.

JavaScript, Popper – Required for some parts of Bootstrap.

JavaScript, Bootstrap – Required for some parts of Bootstrap.

JavaScript, Eel – Required by Eel. This is what makes Eel work.

JavaScript, Main – This is something that I wrote that makes everything else work. This will be covered in JavaScript-main.

Body Tag

Column, Left – Centered to keep the keypad in the center of the column.

Input, Radio – "Checked" makes this radio button checked by default. "Name" is "radio" so it can be found by JavaScript later. "Value" is the text next to the radio button.

Table, Keypad – The keypad is in a table, so the buttons are stacked neatly on top of and against each other. It is a nice-looking grid. The "tr" tag stands for table row. This puts three buttons in a row. Each button is an input button. The class is "numpad" to style it how I want it. The value is whatever the number is. The "onclick" attribute is set to whatever JavaScript functions I want to run whenever a button is clicked. Each button runs "listadder()" with the parameter being whatever value the button holds along with listdisplay(). Listdisplay() displays the list after adding another number to the list.

Tag, br – The "br" tag is used to break the line and skip to the next one.

Keypad, A & B – These buttons were added after I discovered that there were two specific rooms with A and B at the end of their room numbers.

Input, Button, Keys – These are other function keys. "Backspace" takes the most recent number off the list. "Clear" clears the list and clears the map. "Enter" is special because this is what kicks off the mapping process. The JavaScript function, "radiochoice()," will be explained later in JavaScript-main.

Header, Num – The "h1" tag with the identifier of "num" is where JavaScript will put the numbers in the list.

Notes

The HTML isn't too terribly complicated. It's the JavaScript or the "actual code" that always is the issue. It was challenging at times to make the HTML page look like I wanted it to, but eventually it got done.