

Activity 7 Documentation

Oct 1, 2025

** CSS for pokemon boxes was inspired by the CSS used at Bulbapedia

Output Webpage 75% Zoom Home (Landing Page)

The screenshot displays the Johto Region landing page with a 75% zoom level. The page features a header with the "Pokémon Gold and Silver" logo and a "Home" button. On the left, a sidebar lists "Gym Leaders": Falkner, Bugsy, Whitney, Morty, Chuck, Jasmine, Pryce, and Clair. The main content area includes:

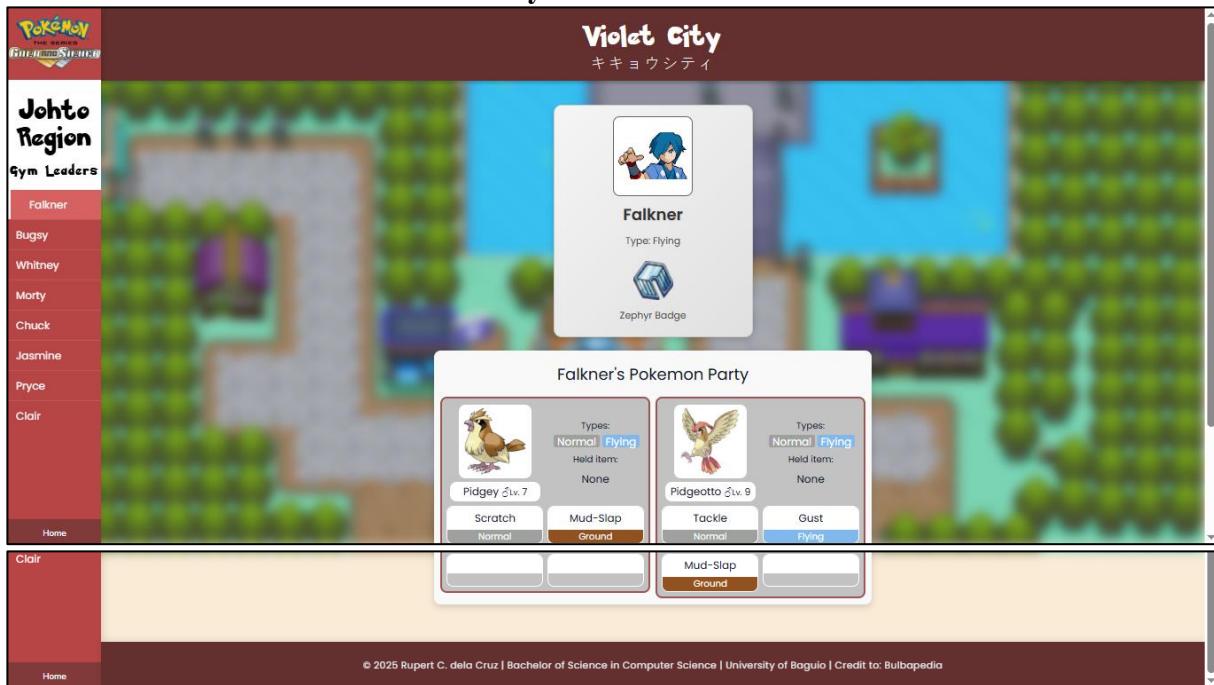
- Welcome to the Johto Region!**: A large banner with the text "A journey awaits beyond Kanto!"
- Lore**: A box describing the Johto region as a region of the Pokémon world located west of Kanto.
- About Johto**: A box stating it was the second core series region introduced, featuring 100 unique Pokémon.
- Your Adventure**: A box stating players begin their journey in New Bark Town.
- Fun Fact**: A box stating most city names in Johto are related to plants.
- Johto Region Map**: A pixelated map of the Johto region.
- Gym Leader Table**: A table listing the eight Gym Leaders with their locations, types, and badges.

Gym Leader	Location	Type	Badge
Falkner	Violet City	Flying	Zephyr Badge
Bugsy	Azalea Town	Bug	Hive Badge
Whitney	Goldenrod City	Normal	Plain Badge
Morty	Ecruteak City	Ghost	Fog Badge
Chuck	Cianwood City	Fighting	Storm Badge
Jasmine	Olivine City	Steel	Mineral Badge
Pryce	Mahogany Town	Ice	Glacier Badge
Clair	Blackthorn City	Dragon	Rising Badge
- Gym Leader Table (Continued)**: A continuation of the table for the remaining four Gym Leaders.

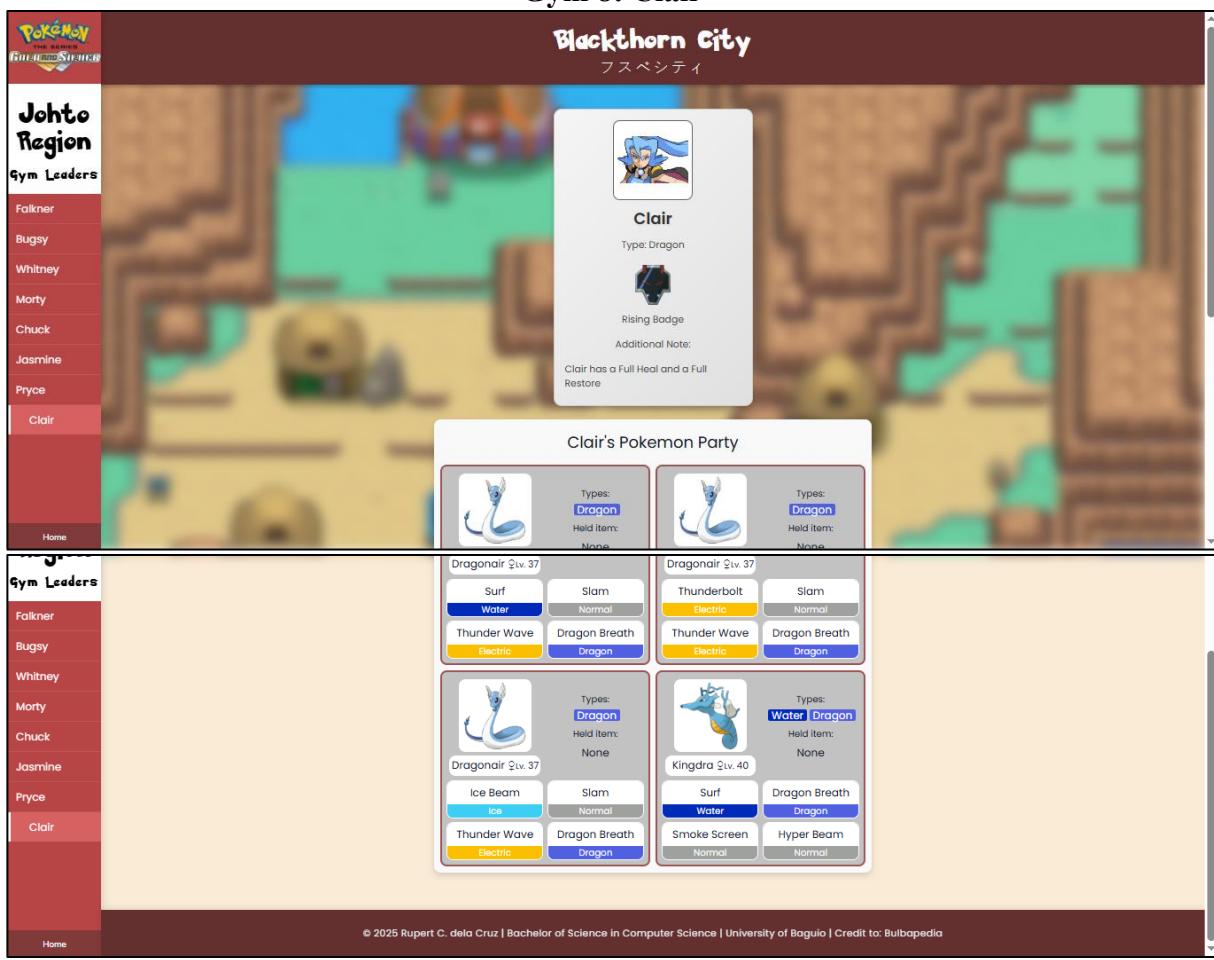
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Clair	Blackthorn City	Dragon	Rising Badge

At the bottom, a footer notes: © 2025 Rupert C. dela Cruz | Bachelor of Science in Computer Science | University of Baguio | Credit to: Bulbapedia

Gym 1: Falkner



Gym 8: Clair



Code Snippets

app.html

```
<app-header [TitleEn]="TitleEn" [TitleJp]="TitleJp"></app-header>
<app-sidebar></app-sidebar>

<content>
  <router-outlet (activate)="onRouteActivate($event)"></router-outlet>
</content>

<app-footer></app-footer>
```

app-routing-module.html

```
...
const routes: Routes = [
  {path: '', component: Home, pathMatch: 'full'},
  {path: 'gym-1', component: Gym1},
  {path: 'gym-2', component: Gym2},
  {path: 'gym-3', component: Gym3},
  {path: 'gym-4', component: Gym4},
  {path: 'gym-5', component: Gym5},
  {path: 'gym-6', component: Gym6},
  {path: 'gym-7', component: Gym7},
  {path: 'gym-8', component: Gym8},
];
...
```

app.ts

```
...
export class App {
  protected readonly title = signal('activity-7');

  TitleEn = "Activity 7";
  TitleJp = " ";
  onRouteActivate(component: any) {
    if (component instanceof Gym1) {
      this.TitleEn = "Violet City";
      this.TitleJp = "キキョウシティ";
    }
  }
}
```

sidebar.ts

```
...
export class Sidebar {
  private router = inject(Router);

  navigateToHome() {
    this.router.navigate(['/']);
  }
}
```

sidebar.html

```
<div class="sidebar">
  

  <div class="sidebar-info">
    <h1>Johto Region</h1>
    <h4>Gym Leaders</h4>
  </div>

  <ul>
    <li><a routerLink="/gym-1" routerLinkActive="active">Falkner</a></li>
    <li><a routerLink="/gym-2" routerLinkActive="active">Bugsy</a></li>
    <li><a routerLink="/gym-3" routerLinkActive="active">Whitney</a></li>
    <li><a routerLink="/gym-4" routerLinkActive="active">Morty</a></li>
  </ul>
</div>
```

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```
<li><a routerLink="/gym-5" routerLinkActive="active">Chuck</a></li>
<li><a routerLink="/gym-6" routerLinkActive="active">Jasmine</a></li>
<li><a routerLink="/gym-7" routerLinkActive="active">Pryce</a></li>
<li><a routerLink="/gym-8" routerLinkActive="active">Clair</a></li>
</ul>

<button class="button" (click)="navigateToHome()">
  Home
</button>
</div>
```

home.ts

```
...
Region = "Johto";
Lore = "The Johto region (Japanese: ジョウト地方 Johto region) is a region of the Pokémon world. Johto is located west of Kanto, which together form a joint landmass that is south of Sinnoh and Sinjoh Ruins.";
Description = "It was the second core series region to be introduced. First explored in Pokémon Gold and Silver, it is home to an additional 100 Pokémon that were not present in the previous games. It is also the setting of Pokémon Crystal, Pokémon HeartGold, and Pokémon SoulSilver.";
PlayerInfo = "Players begin their journey in New Bark Town, where Professor Elm offers either Chikorita, Cyndaquil, or Totodile to beginning Pokémon Trainers.";
Fact = "The English-version names of most of the cities in Johto are names of plants or things related to plants."
Gym = [
  {
    Leader: "Falkner",
    LeaderArt: "VSFalkner.png",
    Badge: "Zephyr Badge",
    BadgeArt: "Zephyr_Badge.png",
    Specialty: "Flying",
    City: "Violet City"
  },
  ...
]

header.ts
```

```
...
export class Header {
  @Input() TitleEn: string = '';
  @Input() TitleJp: string = '';
}
```

footer.ts

```
...
export class Footer {
  Date = new Date().getFullYear();
  Author = "Rupert C. dela Cruz";
  Major = "Bachelor of Science in Computer Science";
  School = "University of Baguio";
  Credits = "Bulbapedia";
}
```

gym-1.ts (until gym-8)

```
...
export class Gym1 {
  Leader = "Falkner";
  LeaderArt = "VSFalkner.png";
  Badge = "Zephyr Badge";
  BadgeArt = "Zephyr_Badge.png";
  Specialty = "Flying";
```

```
Gym = "Violet Gym";
AdditionalNotes = [];
PokemonParty = {
  Pokemon: [
    {
      Name: 'Pidgey',
      Img: 'Pidgey.png',
      Gender: '♂',
      Level: '7',
      Types: ['Normal', 'Flying'],
      Held: 'None',
      Moves: [
        { Attack: 'Scratch', Type: 'Normal' },
        { Attack: 'Mud-Slap', Type: 'Ground' },
        { Attack: ' ', Type: ' ' },
        { Attack: ' ', Type: ' ' }
      ]
    },
  ],
  ...
}
```

gym-1.html (until gym-8)

```
<div class="leader">
  <img [src]="LeaderArt" [alt]="'Leader" class="portrait">
  <h1>{{ Leader }}</h1>
  <p>Type: {{ Specialty }}</p>
  <img [src]="BadgeArt" [alt]="'Badge" class="badge">
  <p>{{ Badge }}</p>
  @for (note of AdditionalNotes; track note) {
    <p class="small-text">{{ note }}</p>
  }
</div>
<div class="pokemonparty">
  <div class="pokemonparty-container">
    <h2>{{Leader}}'s Pokemon Party</h2>
    <div class="pokemonparty-grid">

      @for (pokemon of PokemonParty.Pokemon; track pokemon.Name) {
        <div class="pokemon-container">
          <div class="pokemon-box">
            <div class="pokemon-box-column">
              <div class="pokemon-box-column-left">
                <div class="pokemon-box-column-left-artbox">
                  <img [src]="pokemon.Img" [alt]={{pokemon.Name}}>
                </div>
                <div class="pokemon-box-column-left-namebox">
                  {{ pokemon.Name }}
                  <span class="pokemon-male">{{ pokemon.Gender }}</span>
                  <span class="pokemon-box-column-left-level">
                    <span class="small-text">Lv.</span>
                    {{ pokemon.Level }}
                  </span>
                </div>
              </div>
              <div class="pokemon-box-column-right">
                <div>
                  <div class="type-label small-text">Types:</div>
                  @for (types of pokemon.Types; track types) {
                    <div [class]="'type-box ' + types">{{ types }}</div>
                  }
                </div>
              </div>
            </div>
          </div>
        </div>
      }
    </div>
  </div>
</div>
```

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```
<div class="label small-text">
  Held item:
</div>
<div class="held">
  <b>
    {{ pokemon.Held }}
  </b>
</div>
</div>
<div class="pokemon-move-grid">

  @for (moves of pokemon.Moves; track moves.Attack) {
    <div class="pokemon-move-box">
      <div class="pokemon-move-name">
        {{ moves.Attack }}
      </div>
      <div [class]="'small-text pokemon-move-type pokemon-move-type-' +
moves.Type">
        {{ moves.Type }}
      </div>
    </div>
    </div>
  }
</div>
</div>
</div>
```