Practical evaluation
HTML / CSS / JS
Time limit : 4h00

WEBFORCE3
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Marking

At the end of the allowed time, you will have to deliver all of your files, and a score out of 20 will be allocated according to the following scale:

- **5 points** for part 1 - Bootstrap Carousel

- **6 points** for part 2 - Dynamic content

- **6 points** for part 3 - Form handling

- **2 points** for bonus part - Dynamic filtering

- **3 points** on the following criteria :

  - Indentation of the code & readability

  - Comments

  - Relevance of the variable names

Advice

- Read the entire statement from the beginning, to find out where you are going.

- Take the time to code, commenting on your code as soon as it is necessary, perhaps by copying the instructions into the comment. The examiner must be able to understand what you have done!

- To better keep track of your work, keep to using simple functions which do only one thing.

This evaluation is based on the previous evaluation.

If your previous evaluation does not allow a quick start for you. Ask gently the evaluator for a correction. If he accepts, you will get the uncommented correction and none of your bonus section will be evaluated.

Submission

- At the end of the 4 hours, you will send your work to : igor.marty@live.fr using https://wetransfer.com/

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Task description

Your previous client was very happy with the last evaluation! Therefore we ordered even more features from you! You will be provided a list of all the animals available for adoption. You will have to add this content dynamically to the page, validate the form and put a nice Bootstrap carousel. In order to achieve these tasks, you can use jQuery or Vanilla Javascript.

Important: it is essential for the association that you respect the model provided.

Files :

In the zip file provided at the address below you will find the following information :

- a screenshot of the site (desktop view) : desktop.jpg

- a screenshot of the bonus interaction : bonus.jpg

- the updated textual content : content.txt

- a folder containing the different images used

- the list of the available animals : data.js

Part 1 : Carousel

The "Rehome a pet" falls into two part side by side. Include and adapt the bootstrap carousel.

Part 2 : Dynamic content

Using the data provided, you will have to generate a "card columns" layout and populate the generated cards with the picture and the name of the animal.

Part 3 : The form

The form will contain two fields:

1. A drop-down select menu with the names of the animals

2. A text box for explaining the reasons for adoptions

During the validation of the form, the user will necessarily have selected the name of a pet for it to be validated. The text area must contain at least 40 characters.

In case of non-validation of the fields, the borders of these fields turn red.

In addition, when a field is modified, its border will return to its default color.

Part Bonus : Dynamic filter

When we click on a specie image, this element get selected, the text become bold, and only the animals from the same specie are shown on the animal's area.