

Web technológiák 1

Beadandó Jegyzőkönyv

Készítette:
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A feladat leírása:

A feladat egy weboldal elkészítése volt HTML nyelven, CSS használata az oldalak formázására, valamint JavaScript alkalmazása bizonyos helyeken. Emellett meg kellett felelnie előre megírt feltételeknek, például minimum hány darab HTML fájlt kellett létrehozni, milyen elemeket tartalmazzanak, CSS-nél egyes tagek formázása és animáció készítése, JavaScript-nél beviteli adat ellenőrzése, tagek formázása bizonyos események bekövetkezése során. Legvégül a kód és a felület bemutatása egy jegyzőkönyvben.

A beadandóm témája egy számítógépes játék karaktereit értékelő weboldal készítése volt. Ehhez kapcsán hoztam létre az egyes HTML fájlokat.

A HTML fájlok kódja és a felhasználó által látott felület:

Az oldalak fejléce:



Ez a fejléc az összes HTML-ben megtalálható. Ennek segítségével lehet navigálni a különböző oldalak között.

Kódja:

```
<section id="nav-bar">
  <nav class="navbar navbar-expand-lg navbar-light">
    <div class="container-fluid">
      <a class="navbar-brand" href="#"></a>
      <a class="navbar-brand" href="#">HSR Pull Value</a>
      <button class="navbar-toggler" type="button" data-bs-toggle="collapse" data-bs-target="#navbarNav" aria-controls="navbarNav" aria-exp
        label="Toggle navigation">
      <i class="fa fa-bars" aria-hidden="true"></i>
      <span class="navbar-toggler-icon"></span>
      </button>
      <div class="collapse navbar-collapse" id="navbarNav">
        <ul class="navbar-nav ml-auto">
          <li class="nav-item">
            <a class="nav-link" aria-current="page" href="index.html">Main Page</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="about_characters.html">About Characters</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="pull_value.html">Pull Value</a>
          </li>
          <li class="nav-item">
            <a class="nav-link" href="survey.html">Survey</a>
          </li>
        </ul>
      </div>
    </div>
  </nav>
</section>
```

A fejlécet formázó css elemek:

```
#nav-bar {
  position: sticky;
  top: 0;
  z-index: 10;
  background-image: linear-gradient(to right, #2b2b2b, #1c5d9e);
}
```

```

.navbar {
  background-image: linear-gradient(to right, #2b2b2b, #1c5d9e);
  padding: 0 !important;
}

.navbar-brand img {
  height: 40px;
  padding-left: 20px;
  background-image: none;
}

.nav-link {
  color: black;
}

.navbar-nav li {
  padding: 0 10px;
}

.navbar-nav li {
  color: #fff !important;
  font-weight: 600;
}

.navbar-brand {
  font-weight: 600;
}

```

index.html:

Ez a főoldal. Itt lehet találni a játékról egy rövid ismertetőt, egy magyarázatot az oldalam céljáról, és hogy ez kinek lehet fontos. Ezen kívül itt található egy link a játék hivatalos oldalára, valamint egy töltőképernyőre hasonlító animáció a bal alsó sarokban. **Kódja:**

```

<div style="background-color: #113, 164, 212); height: 100%; display: grid; place-items: center;">
  <div class="maindiv">
    <div class="childdiv">
      <h1 style="text-align: center;">Welcome to my Page!</h1>

      <h3>What is HSR?</h3>
      
      <p>
        Honkai: Star Rail, or HSR for short, is a role-playing gacha video game developed by miHoYo, published by miHoYo in mainland China. It is miHoYo's first turn-based game, features the main character, referred to as the Trailblazer, traveling across worlds through the worlds while resolving disasters caused by "Stellarons" and other third-parties. The first closed beta test was launched on October 11, 2022. It was publicly released internationally on April 26, 2023, for Windows and mobile devices; with the PlayStation 5 port released on May 11, 2023. The PlayStation 4 version is still yet to be announced, as revealed at the latest Summer Game Fest with a trailer. It is the fourth game in the Honkai series, utilizing some characters from Honkai Impact 3rd and some gameplay elements from miHoYo's previous action RPG, Genshin Impact.
      </p>
      <p>
        Partially due to the popularity of miHoYo's previous game, Honkai Impact 3rd, the game received widespread expectations before its launch. It won the Best Game Award at the Golden Joystick Awards in 2022, won the Best Popularity Award of World Science Fiction Game Annual Awards in 2023, and won the Best Game Award of the 2023 Game Awards.
      </p>

      <h3>What is Pull Value?</h3>
      <p>
        In HSR, in order to get characters to use outside of the freely given ones, you need to 'pull' for them, which essentially means spending money to obtain a character. There are so-called limited characters, always on a special 'limited banners', where you can obtain them. They are only available for 3 weeks, before disappearing until they get a rerun.
      </p>
      <p>
        Pull Value is a sort of metric that ranks these characters based on how valuable they are for your account. However, this is extremely subjective. Most of the playerbase plays the game casually, they usually pull for characters they like, be it their appearance, their story relevance, or their utility. In this list of mine, I'm going to try approaching this subject more from the meta side, as in what characters are valuable in terms

```

```
In this list of mine, I'm going to try approaching this subject more from the meta side, as in what characters are valuable in terms
all limited characters are pretty decent and will be able to clear content most of the time.

</p>

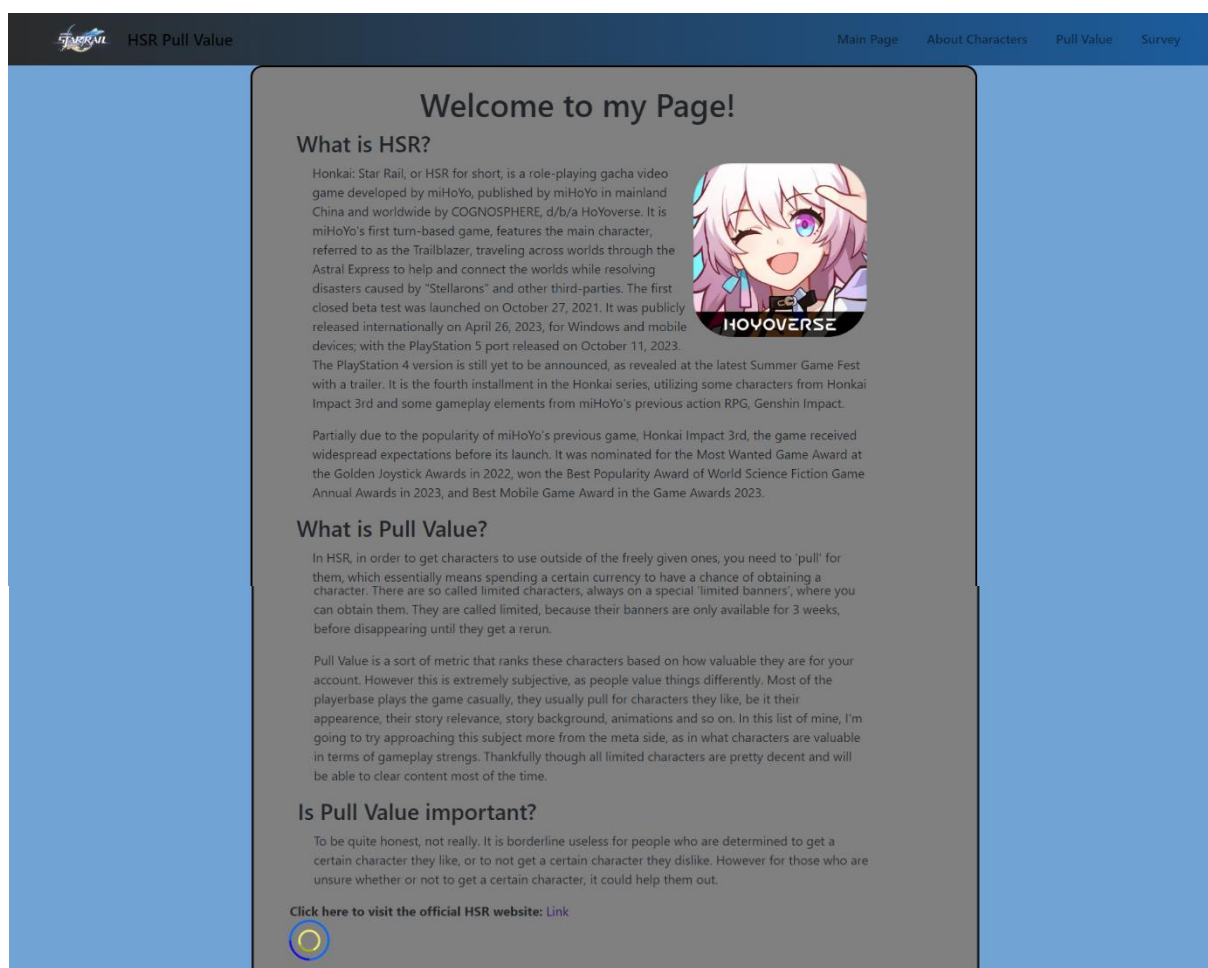
<h3>Is Pull Value important?</h3>
<p>
To be quite honest, not really. It is borderline useless for people who are determined to get a certain character they like, or to n
However for those who are unsure whether or not to get a certain character, it could help them out.
</p>

<span><b>Click here to visit the official HSR website:</b></span>
<a href="https://hsr.hoyoverse.com/en-us/" target="_blank">Link</a>

<div class="outside-circle">
  <div class="inside-circle"></div>
</div>

</div>
</div>
```

A felhasználó felület:



about characters.html:

Ezen az oldalon ismertetem a karakterek attribútumait egy rövid leírással. Ezen az oldalon használtam JavaScriptet, a paragrafusokra rákattintva a karakterek nagysága megnő, valamint a színük megváltozik fehérre. A „Characters Path” paragrafusra kattintva egy újabb sor jelenik meg a szövegben

Kód fontosabb részletei:

```
<script src="jquery-3.3.1.min.js"></script>
<script>
$(function() {
  var akthually=$(("<br><br><span>Although Paths are technically classes, characters are still more defined by their actual kit rather than
  $("p").click( function() {
    $(this).css("font-size","20px");
    $(this).css("color","white");
  });
  $("#actually").click( function() {
    $(this).append(akthually);
  });
});
</script>
```

```
<div style="background-color: ■rgb(113, 164, 212); height: 100%; display: grid; place-items: center;">
<div class="maindiv">
  <div class="childdiv">
    <h1 style="text-align: center;">About Characters</h1>

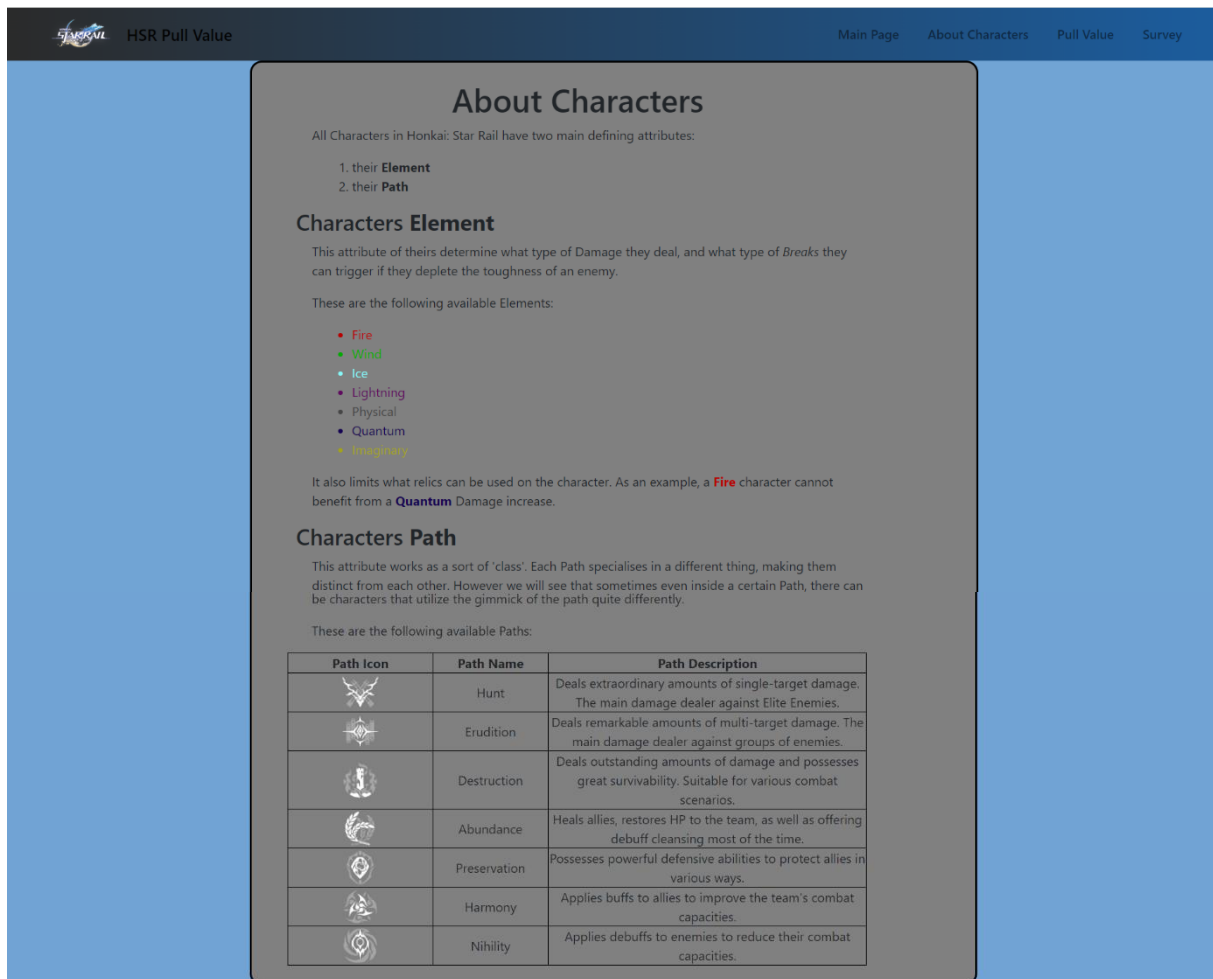
    <p>
      All Characters in Honkai: Star Rail have two main defining attributes:
    </p>

    <ol>
      <li>their <b>Element</b></li>
      <li>their <b>Path</b></li>
    </ol>

    <h3>Characters <b>Element</b></h3>
    <p>
      This attribute of theirs determine what type of Damage they deal, and what type of <i>Breaks</i> they can trigger if they deplet
    </p>
    <p>
      These are the following available Elements:
    </p>
    <ul>
      <li style="color: ■rgb(184, 0, 0);">Fire</li>
      <li style="color: ■rgb(1, 172, 1);">Wind</li>
      <li style="color: ■rgb(135, 248, 248);">Ice</li>
      <li style="color: ■rgb(95, 10, 95);">Lightning</li>
      <li style="color: ■rgb(70, 70, 70);">Physical</li>
      <li style="color: ■rgb(20, 3, 82);">Quantum</li>
      <li style="color: ■rgb(163, 163, 28);">Imaginary</li>
    </ul>
    <p>
```

```
<h3>Characters <b>Path</b></h3>
<p id="actually">
  This attribute works as a sort of 'class'. Each Path specialises in a different thing, making them distinct from each other. How
  certain Path, there can be characters that utilize the gimmick of the path quite differently.
</p>
<p>
  These are the following available Paths:
</p>
<table class="path-table">
  <tr>
    <th id="path-icon">Path Icon</th>
    <th id="path-name">Path Name</th>
    <th>Path Description</th>
  </tr>
  <tr>
```

A felhasználó felület:



pull_value.html:

Ezen az oldalon értékelem a karakterek sajátosságait.

Kód fontosabb részletei:

```
<table>
  <tr>
    <th id="t0">
      Tier 0
    </th>
    <td>
      
      
    </td>
  </tr>
  <tr>
    <th id="t1">
      Tier 1
    </th>
    <td>
      
      
      
      
      
      
    </td>
  </tr>
  <tr>
    <th id="t2">
      Tier 2
    </th>
```

```

<p>Now I'm going to very briefly explain the logic why I put the characters where they are:</p>

<h2>Tier 0: Borderline Must Pull Characters</h2>

<p>
  These are the characters that no matter who else you have on your account, they will always be useful. Picking them up when they are
  we don't have that many of these characters.
</p>


<h3>Ruan Mei ( <b style="color: ■rgb(135, 248, 248);">Ice</b> | <b>Harmony</b>

<p style="color: ■rgb(0, 255, 0);">Pros:</p>
<ul>
  <li>Provides the first-ever instance of Break Efficiency</li>
  <li>Rare RES PEN buff for the whole team</li>
  <li>Permanent teamwide SPD buff</li>
  <li>Near permanent uptime on all buffs</li>
  <li>Incredible damage contribution</li>
  <li>Universally applicable buffs</li>
  <li>The best buffer for dual-dps teams (especially DoT teams with Kafka)</li>
  <li>Strong defensive utility with increased Breaking</li>
</ul>

```

Innentől a kód hasonlóan folytatódik.























A felhasználó felületből egy részlet:



HSR Pull Value

[Main Page](#)
[About Characters](#)
[Pull Value](#)
[Survey](#)


Heres my rankings of all the limited 5* characters in a table:

Tier 0	 
Tier 1	      
Tier 2	    
Tier 3	   
Sustains	   

Now I'm going to very briefly explain the logic why I put the characters where they are:

Tier 0: Borderline Must Pull Characters

These are the characters that no matter who else you have on your account, they will always be useful. Picking them up when they are on banner is a very good idea. Thankfully though, we don't have that many of these characters.

 **Ruan Mei** (Ice | Harmony):

Pros:

- Provides the first-ever instance of Break Efficiency
- Rare RES PEN buff for the whole team
- Permanent teamwide SPD buff
- Near permanent uptime on all buffs
- Incredible damage contribution
- Universally applicable buffs
- The best buffer for dual-dps teams (especially DoT teams with Kafka)
- Strong defensive utility with increased Breaking

Cons:

- Delaying enemies may not be ideal for certain characters
- The Break Damage can 'kill steal' which isn't that great for damage dealers that rely on last-hitting enemies (like Seele)

survey.html:

Ezen az oldalon egy form található, amelynek célja a vélemény gyűjtés az oldal látogatóitól. Itt is használtam JavaScriptet, A „User Name” mezőt muszáj az elején kitölteni. Ha nincs kitöltve, akkor az oldal küld egy értesítést, és odaugrik az inputhoz.

Kód fontosabb részletei:

```
<script>
  function validate() {
    if (document.getElementById("uname").value == "") {
      alert("User Name is empty!");
      document.getElementById("uname").focus();
      return;
    }

    alert("Survey successfully sent!");
  }
</script>
```

```
<div style="background-color: #7b6842; height: 100%; display: grid; place-items: center;">
  <div class="maindiv">
    <div class="childdiv">
      <h1 style="text-align: center;">Survey</h1>

      <form action="">
        <label><b>User Name:</b></label>
        <br>
        <input type="text" id="uname" name="uname">
        <br><br>

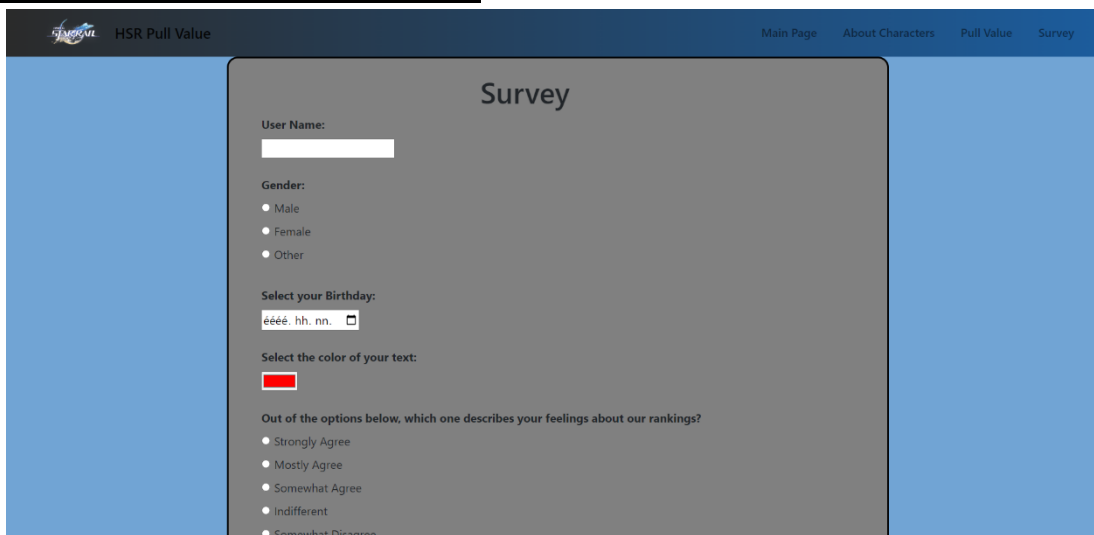
        <label for="gender"><b>Gender:</b></label>
        <br>
        <input type="radio" id="male" name="gender" value="male">
        <label for="male">Male</label><br>
        <input type="radio" id="female" name="gender" value="female">
        <label for="female">Female</label><br>
        <input type="radio" id="other" name="gender" value="other">
        <label for="other">Other</label><br>
        <br>

        <label><b>Select your Birthday:</b></label>
        <br>
        <input type="date" name="bday">
        <br><br>

        <label><b>Select the color of your text:</b></label>
        <br>
        <input type="color" name="textcolor" value="#ff0000">
        <br><br>

        <label for="gender"><b>Out of the options below, which one describes your feelings about our rankings?</b></label>
```

A felhasználó felületből egy részlet:



The screenshot shows a web browser window with the title "HSR Pull Value". The page has a dark blue header with navigation links: "Main Page", "About Characters", "Pull Value", and "Survey". The main content area is a light blue box titled "Survey". It contains a form with the following fields:

- User Name:** A text input field.
- Gender:** A group of three radio buttons labeled "Male", "Female", and "Other".
- Select your Birthday:** A date picker showing "éééé. hh. nn." and a calendar icon.
- Select the color of your text:** A color picker showing a red color swatch.
- Out of the options below, which one describes your feelings about our rankings?** A group of five radio buttons labeled "Strongly Agree", "Mostly Agree", "Somewhat Agree", "Indifferent", and "Somewhat Disagree".

Please select all the characters that you own on your account:

☐ Seele
☐ Blade
☐ Jingliu
☐ Ruan Mei
☐ Acheron

☐ Jing Yuan
☐ Kafka
☐ Topaz
☐ Dr. Ratio
☐ Aventurine

☐ Silver Wolf
☐ Dan Heng IL
☐ Huo Huo
☐ Black Swan
☐ Robin

☐ Luo Cha
☐ Fu Xuan
☐ Argenti
☐ Sparkle
☐ Boothill

If you have any other suggestions, please let us know here:

Submit

CSS.CSS:

Ez a CSS fájl, amelybe az oldalak formázásának lezajlik. Egyes esetekben viszont a formázást a tag-eken belül a `style=""` alkalmazásával oldottam meg, ahol pedig több változtatásra is volt szükség, ott alkalmaztam a `<style></style>` tag-eket.

Néhány fontosabb osztály, valamint az animáció kódja:

```
.maindiv {
  background-color: #gray;
  border-style: solid;
  border-color: black;
  border-radius: 15px;
  align-content: center;
  position: relative;
  width: 60%;
}

.childdiv {
  border-radius: 15px;
  margin-top: 0.6cm;
  margin-bottom: 0.6cm;
  padding-left: 5%;
  padding-right: 5%;
  width: 90%;
}

.main {
  text-align: left;
}

.pic1 {
  float: left;
  width: 30%;
  height: 40%;
}

.pic2 {
  float: right;
  width: 30%;
  height: 40%;
}

.outside-circle {
  display: flex;
  align-items: center;
  justify-content: center;
  height: 50px;
  width: 50px;
  border-radius: 50%;
  border: 3px solid #00a0e3;
  border-top: 3px solid blue;
  animation: rotate 3s linear infinite;
}

.inside-circle {
  height: 27px;
  width: 27px;
  border-radius: 50%;
  border: 3px solid #c9c9c9;
  border-top: 3px solid #a0a0a0;
  animation: rotate 2s linear infinite;
}

@keyframes rotate {
  0% {
    transform: rotate(0deg);
  }
  100% {
    transform: rotate(360deg);
  }
}
```