Drafter Tutorial

Computer Science - Week 7  
Jul 1, 2024 - Version 1.0.1

Please make sure to place UD **email** AND **name** all members of your group below. Unless your UD emails are included in this table, then you will not earn any points for this assignment when it is graded! **Only one group member should submit the worksheet**.

Choose roles following the [instructions here](https://blockpy.cis.udel.edu/assignments/reading/bakery_appendix_pogil).

You should work in groups of 3. If you cannot find 3 group members, then work in groups of 2.

| **Role** | **Name** | **Email** |
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| **Manager** |  |  |
| **Speaker** |  |  |
| **Recorder** |  |  |

For today’s lab, you are going to be making a small website with Drafter, by following a tutorial. Then, you will work together in groups to answer some critical thinking questions about Drafter.

# 1) Try the Tutorial

To get started, open up a new file in Thonny and name it simple\_site.py  
Make sure to save the file in a folder that you can find later. In general, you need to start organizing your files and making sure you do not lose track of them!

Then, start following each step of this tutorial, copying code into your Thonny file and running after each step.

<https://drafter-edu.github.io/drafter/quickstart/quickstart.html>

Everyone should help each other freely in following the tutorial. If you are uncertain about a line of code that you are adding, then you are encouraged to ask each other for help.

Once everyone in your group has finished the tutorial (up until “Wrapping Up”), or if 15 minutes have passed, then proceed onto the next step.

If you finish sooner than your group mates, then try some of the extra changes listed in the “Wrapping Up” section. However, if you do not reach those, you are not required to complete them.

# 2) Critical Thinking

For each of the following questions, work together and think critically to provide an answer.

Make sure you are writing complete thoughts in coherent sentences.

1. Take a screenshot of the finished website for each member of your group.

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2. What is a URL? What are URLs used for?

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3. How do you use Drafter to connect URLs to functions?

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4. When you visit a URL, the connected function returns a Page object using its constructor function. Explain the two parameters for the Page function, in terms of the parameters’ types and what the parameters represent about the webpage.

| 1. state: 2. content: |
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5. The start\_server function consumes an argument. What type of value is this argument, and what does the argument represent?

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6. There are [many possible components](https://drafter-edu.github.io/drafter/students/docs.html#components) that you can place in the webpage in the content field of the Page function. Describe what each of the components below are used to do in Drafter, in your own words.

| Button: |
| --- |
| TextBox: |
| CheckBox: |
| SelectBox: |
| NumberedList: |
| (Replace this text with a sixth component of your own choice, and describe that component) |

7. In line 36 of the final program, the index function is called from within the set\_the\_message function. What happens, and why is this useful?

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8. In line 15 of the final program, the change\_message function is provided without parentheses as an argument to the Button function, inside of the index function. Without the parentheses, the change\_message function is intentionally not being called when the page is being created. So, what happens when the button is pressed?

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9. In line 29 of the final program, the “new\_message" string value is related to a name on another line later in the program. Why must the string value be the same as that later name?

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# 3) Reflect and Review

Discuss among yourselves: what did you learn from this activity? What was surprising or interesting? If you didn’t learn anything, what do you think we were trying to teach you? How could this activity be improved?

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# 4) Extra Changes

If anyone was able to finish any of the extra changes suggested in the final section of the tutorial, then please share your code below in one of the boxes.

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# Final Submission

When your group is happy with your answers for all the questions, download this file as a Word Document (docx) and upload the file to the appropriate assignment on Canvas.