

## I. Tasks done:

- Create a textBox for user input
- Create an OK button so that when the input is done, push through the JSON file
- Create a Label “Choose a file” for users to upload files
- CSS for the above objects

```

136 <textarea id="textBox" name="" rows="17" cols="32" style="padding: 2px;">
137 </textarea>
138 <div id="btn_tab_cmt">
139 <label id="uploadFile_label" title="Upload file" >Choose a file
140 <input type="file" name="uploadFile" id="uploadFile" style="display: none">
141 </label>
142
143 <button id="cmtTextOk" type="button" class="btn" onclick="PaintIn.saveCommentText()" v
144 >OK</button>
145

```

```

346 #uploadFile_label {
347     display: inline-block;
348     color: rgb(3, 93, 209);
349     border-radius: 5px;
350     cursor: pointer;
351     margin-right: 75px;
352     margin-bottom: 10px;
353     font-size: 14px;
354 }
355 #cmtTextOk {
356     padding: 5px;
357     width: 40px;
358     height: 30px;
359     background-color: lightblue;
360     color: black;
361     border-radius: 10px;
362     border: none;
363     cursor: pointer;
364     margin-left: 10px;
365     font-weight: bold;
366 }

```

- Create saveCommentText() for OK Button

```

225 // Save comment text
226 saveCommentText() {
227     if (this.valueComment.value == []) {
228         dataLogFile.push(this.valueComment.value);
229         alert('Input successfully!');
230     }
231     if (this.valueComment.value !== []) {
232         dataLogFile[0] = this.valueComment.value;
233         alert('Input successfully!');
234     }
235 }
236

```

- Create algorithm for “Choose a file”

```

299 | //input text comment file
300 | document.getElementById("uploadFile").addEventListener("change", function() {
301 |     var textInput = document.getElementById('textBox');
302 |     var reader = new FileReader();
303 |     reader.onload = function() {
304 |         let text = reader.result;
305 |         textInput.value = text;
306 |     };
307 |     reader.readAsText(this.files[0]);
308 | });
309 |

```

- Function saveTextFile(): save text comment into file myFile.txt

```

605+ // save comment text into .txt
606+ saveTextFile() {
607+     let textToSave = document.getElementById("textBox").value;
608+     let textToSaveAsBlob = new Blob([textToSave], {type:"text/plain"});
609+     saveAs(textToSaveAsBlob,"myFile.txt");
610+ }
611+

```

- Change the OK button to the Save text button

```

575+ // You, 22 minutes ago * Uncommitted changes
576+ PaintIn.saveCommentText()
577+

```

## II. HTML CSS through bootcamp course on Udemy

- Create a website My resume

### Kiet Pham

#### Summary

I am a hardworking and dedicated individual with experience in customer service and administration.

#### Education

- Bachelor of Arts, Business Administration - University of XYZ (2010-2014)

#### Work Experience

- Customer Service Representative - ABC Inc.

June 2014 - May 2018

- Answered customer inquiries via phone and email
- Resolved customer complaints and issues
- Maintained customer records and updated account information

- Administrative Assistant - XYZ Corp.

June 2018 - Present

- Assisted with scheduling appointments and meetings
- Managed incoming and outgoing mail and correspondence
- Prepared reports and presentations using Microsoft Office Suite

#### Skills

- Customer service: ★★★★★ ☆
- Microsoft Office Suite: ★★★★★
- Organizational skills: ★★★★★

#### Awards and Certifications

- Employee of the Month - ABC Inc. (August 2016)

#### Other

- [My Hobbies](#)
- [Contact Me](#)

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+ Use tags h1, h2, ...

+ Especially nesting and indentation

+ Distinguish ul, ol tag

- Create a website Kiet's Portfolio

## Kiet's Portfolio

### I'm a Web Developer

#### Movie Ranking Project

##### The Best Movies According to Angela

My top 3 movies of all-time.

###### Spirited Away

This is my favourite anime. I love the beautiful images.

###### Ex Machina

Really cool sci-fi movie.

###### Drive

Super beautiful film. Really artistic.

#### Birthday Invite Project

##### It's My Birthday!

On the 12th May



###### What to bring:

- Balloons (I love balloons)
- Cake (I'm really good at eating)
- An appetite (There will be lots of food)

#### About Me Contact Me

+ The highlight is the multi-page Website. Click on "Movie Ranking Project", "Birthday Invite Project", "About Me", "Contact Me" will open another html page

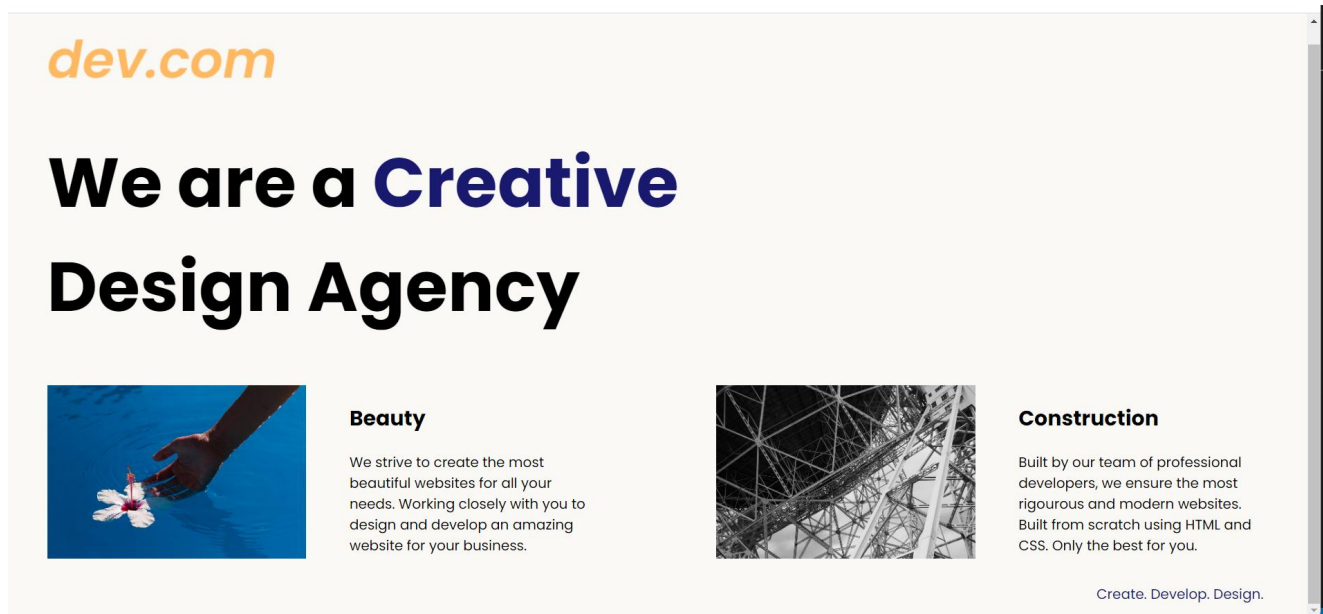
- Create website "CSS Flag Project":



+ CSS: distinguish static, relative, absolute of position

+ Combine Selector: distinguish child and descendant

- Create a website "Agency":



+ CSS float left for 2 images

+ Use Media Queries and Flexbox to create Responsive Website

```
@media (max-width: 680px) {
  .logo {
    width: 100px;
  }

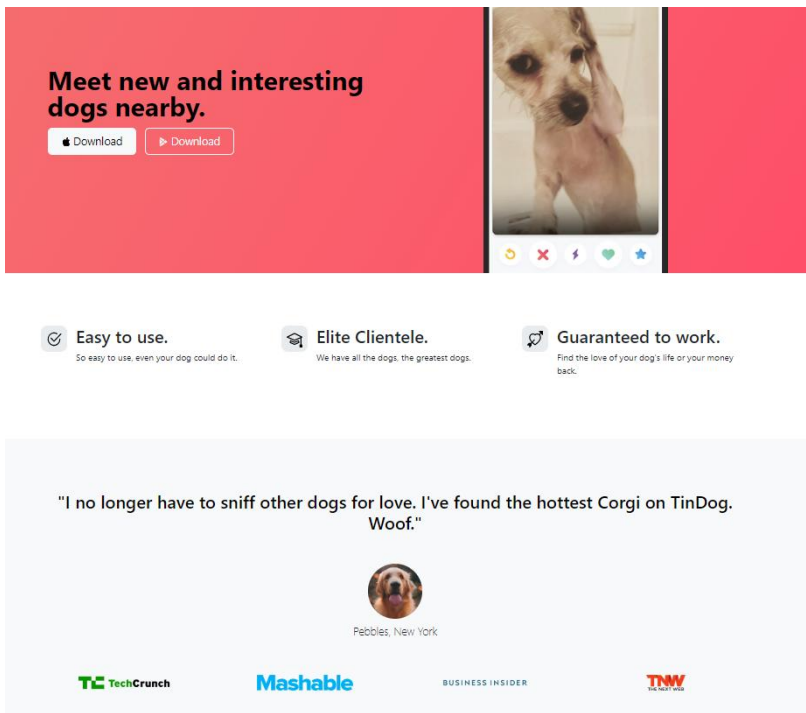
  h1 {
    font-size: 3.5rem;
    text-align: center;
  }

  .card {
    width: 100%;
    display: block;
    margin-bottom: 30px;
    text-align: justify;
  }

  .card img {
    margin-bottom: 10px;
    width: 100%;
    display: inline;
    object-fit: cover;
  }
}
```

```
Web Design Agency Project > solution.css > body
1  body {
2    font-family: "Poppins", sans-serif;
3    margin: 50px 50px 0 50px;
4    background-color: #faf9f6;
5    display: flex;
6    flex-direction: column;
7    min-height: 95vh;
8  }
9  .main {
10   flex: 1;
```

- Create a TinDog website:



+ Use Bootstrap in website

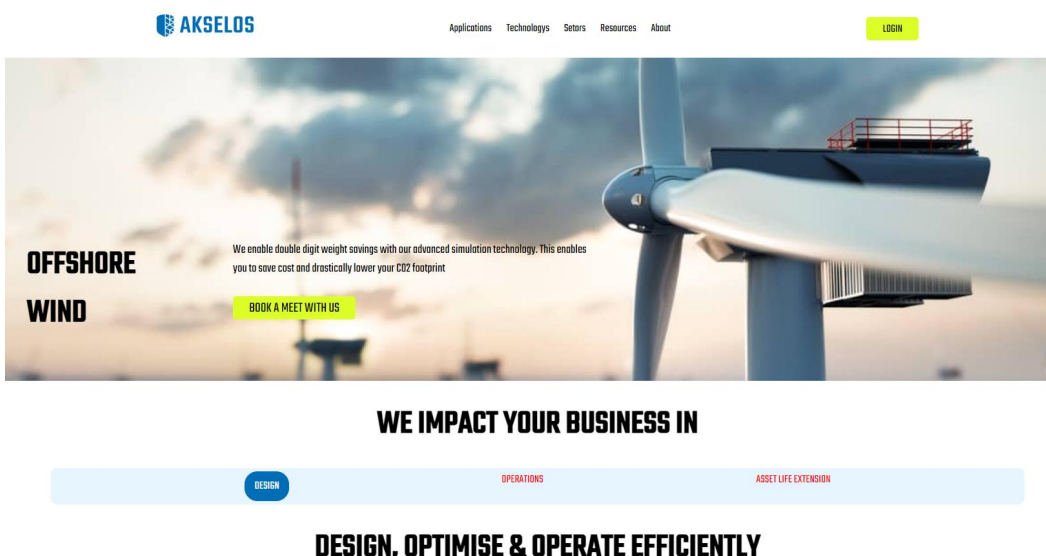
[getbootstrap.com](https://getbootstrap.com).

+ Link the Bootstrap CSS file via the link tag

+ Use the components tab to copy html commands

+ Use tab Example to mimic available examples

- Create a similar web from Akselos Offshore Wind web:



+ There is hover at the buttons

### III. JS through bootcamp course on Udemy

- Create a Dice game website:





- + Know how to combine JS with CSS, HTML
- + Distinguish Get element by `querySelector(...)`, `querySelectorAll()`
- + Use `querySelectorAll` set attribute for `img` tag
- + Use `querySelector` to change attribute `innerHTML` for `h1` tag

```
icee Challenge - Starting Files > js main.js > ...
1  var randomNo1=Math.ceil(Math.random()*6);
2  console.log(randomNo1)
3  var imgStringSource1 = "./images/" + "dice"+randomNo1+".png"
4  document.querySelectorAll("img")[0].setAttribute("src", imgStringSource1)
5
6  var randomNo2=Math.ceil(Math.random()*6);
7  console.log(randomNo2)
8  var imgStringSource2 = "./images/" + "dice"+randomNo2+".png"
9  document.querySelectorAll("img")[1].setAttribute("src", imgStringSource2)
10
11 // Show who wins
12 if (randomNo1>randomNo2) {
13   document.querySelector("h1").innerHTML = "Player 1 Wins!";
14 }
15 else if (randomNo1===randomNo2) {
16   document.querySelector("h1").innerHTML = "Tie!";
17 }
18 else {
19   document.querySelector("h1").innerHTML = "Player 2 Wins!";
20 }
21
```