

CSIT884 Web Development

Lecture 13 – Subject Review

Assessments

	Weight	Minimum for a Pass	Due Date	Submission
Assignments	40%	N/A	4 programming assignments with different due dates specified on Moodle	Via Moodle
Final Exam	60%	40% (24/60)	Exam Week Dec 16, 2024	
Total	100%	50%		

- Penalty will be enforced to late submissions according to Subject Outline.
- A mark of less than 40% in Final Exam will result in a grade of **Technical Fail** for this subject.



Final Exam

- Exam arrangement
 - 3 Hours
 - Closed book
 - Question types
 - Mainly programming questions, with some short-answer questions
- Please be sure to review all topics covered in this subject,
 as any of them may appear in the exam

Final Exam

- Marking criteria
 - Correct programming syntax
 - Well-structured, clearly written and properly commented
 - Use proper data types and meaningful variable names
 - Non-redundant, efficient solution
 - Correctness, completeness, and consistency with exam specifications

Learning Objectives

- 1. Create web pages using a combination of HTML and JavaScript.
- 2. Use CSS to style a web page.
- 3. Understand and work with structured data formats JSON and XML.
- 4. Use XSLT to transform XML documents into other HTML format.
- 5. Design and create interactive web applications with AJAX.

HTML

- Learn the HTML (Hyper Text Markup Language) language to create web site
 - Document structure
- Understand the concept of HTML tags and attributes;
- Use HTML tags to format text, add graphics, create links, display tables, lists, etc
 -
 - <div>
 - <input type="..." ...>, <textarea>,
 - select/option
 - <button>



Web form

- Design a web form
 - text field, text area, checkboxes, radio buttons, option selection, submit buttons, ...
- Understand the web form HTML structure
 - name <-> value
- Use a web form to submit data to the server



CSS

- Understand the need of separation between the content and the style of your website
- Learn 3 different ways to define web page styles
- Use CSS to define styles for your web pages

```
    property:value
    class, id
    CSS selectors
<h1 style="color:blue;">...</h1>
<style>
    h1 {color:blue;}
</style>
```

JavaScript

- Learn basic JavaScript programming language syntax
- Use JavaScript to make your website interactive
 - <script> tag
 - variables
 - functions
 - if/if-else/for
- String functions
- Date functions
- Arrays create array and manipulate array elements



JavaScript events

- Understand JavaScript events
 - onClick, onMouseOver, onChange, ...
- Write code to handle DOM events

```
<button onClick="handlerFunction()">
   Click me
</button>
```

Confirm & Prompt boxes

JavaScript – Creating dynamic content

- Use JavaScript to build website with dynamic content
 - document.getElementById("the-id")
 - change the content of the HTML element
 - for span/div -> el.innerHTML
 - for input text field -> el.value
 - for image -> el.src
 - checkboxes & radio buttons -> checked vs value
- Use JavaScript to generate animation on your web site
 - setInterval(animationFunction, milisecs)
 - clearInterval(animationSchedule)
 - running only one animation at a time



CSS with JavaScript

Use JavaScript to manipulate CSS property

```
var el = document.getElementById("the-id");
el.style.[cssProperty] = "the-new-style-value";
```

- Producing animated interactive effects with CSS properties
 - CSS Transitions smooth out changes to property values between two states over time
 - CSS Transforms allows to rotate, relocate, resize, and skew HTML elements in two- and three-dimensional space

Document Object Model - DOM

- Understand Document Object Model of a website
- Use JavaScript to generate dynamic content on a website
 - create/change/delete elements on the web

XML, DTD, XSD

- Use XML to store and transport data over the Internet
 - XML tags are defined by user
 - an XML document must contain one root element that is the parent of all other elements
 - XML elements needs to be properly nested
 - child element vs attribute
- Learn DTD language to define the structure of an XML document
- Learn XSD language to define the structure of an XML document



XSLT

- EXtensible Stylesheet Language Transformation (XSLT) is an XML language for transforming XML documents
 - used to transform XML file into other file formats, such as HTML
- describes how the XML elements should be displayed

get value

```
<xsl:value-of select="@attribute-name" />
<xsl:value-of select="element-name" />
```

literal text

```
<xsl:text>. . </xsl:text>
```

for loop, if statement, choose-when-otherwise



JSON

- Understand the concepts of JavaScript array and object
- Use JSON to store and transport data over the Internet
- Translate JavaScript object to JSON format

```
objJSON = JSON.stringify(obj)
```

Translate JSON data into JavaScript object

```
obj = JSON.parse(objJSON)
```

 Use object properties to access the JSON data (display information on the web)



AJAX

- Understand the concept of asynchronous programming
- Write AJAX code to retrieve data from the server and display data on client web page

Graphic Canvas, Drag and Drop

- Use HTML5 Graphic Canvas feature for your webpage
 - <canvas> element, getContext(...) method
 - some methods: fillText(...), strokeText(...), beginPath(...), closePath(...), moveTo(...), lineTo(...), stroke(...), fill(...), ...
 - some properties: strokeStyle, fillStyle, lineWidth, ...
- Use HTML5 Drag and Drop feature to make your webpage interactive
 - Draggable elements, Droppable elements



Form Validation

- Built-in form validation
- Use JavaScript to perform form validation

Client-Side Storage

- Understand client-side web storage
- Write a program to store information into client-side web storage
- Write a program to read information from client-side web storage

Final Advices

- Revisit all lectures/examples & all lab exercises
 - Try to recreate and modify the examples
 - Check references/documentation for details when encountering problems
- Review all assignments
- If you have any questions or need clarification on specific topics, do not hesitate to reach out for support