

CS701 Module5 Assignment

General Rules for Homework Assignments

- You are strongly encouraged to add comments throughout the program. Doing so will help your facilitator to understand your programming logic and grade you more accurately.
- You must work on your assignments individually. You are **not allowed** to copy the answers from the others. *However*, you are encouraged to discuss approaches to the homework assignment with your facilitator.
- Each assignment has a strict deadline. However, you are still allowed to submit your assignment within 2 days after the deadline with a penalty. 15% of the credit will be deducted unless you made previous arrangements with your facilitator and professor. Assignments submitted 2 days after the deadline will not be graded.
- When the term *lastName* is referenced in an assignment, please replace it with your last name.

You are strongly encouraged to add comments into your program!

Create a new folder named HW5_*lastName*. Write the following programs in this folder.

AngularJS Shopping Cart Application (100 Points)

Using AngularJS, modify the Shopping Cart application covered in the lecture as follows. The initial layout of the application is shown below.

Title	Qty	UnitPrice	\$UnitPrice	Line Total	Total \$198.74
Absolute Java	1	114.95	\$114.95	\$114.95	Remove
Pro HTML5	2	27.95	\$27.95	\$55.90	Remove
Head First HTML5	1	27.89	\$27.89	\$27.89	Remove

New Save

The changes to the sample application are as follows:

- The total value of the ordered books is now displayed on the table header row last column. This value should change whenever the inputs affecting the total change.
- The title, quantity, and unit price are editable inputs. Changing the quantity or the unit price should be reflected in the line total and the order total.
- The Remove button removes the respective book from the model. The view is automatically updated.
- The New button will add a new book object to the model. The default title will be “New Book” with quantity 1 and unit price of 10.99 as shown below. Clicking on this button will insert one new book each time it is clicked. After one click, the layout is shown below.

← → ↻

My Books

Title	Qty	UnitPrice	\$UnitPrice	Line Total	Total \$209.73
<input type="text" value="Absolute Java"/>	<input type="text" value="1"/>	<input type="text" value="114.95"/>	\$114.95	\$114.95	<input type="button" value="Remove"/>
<input type="text" value="Pro HTML5"/>	<input type="text" value="2"/>	<input type="text" value="27.95"/>	\$27.95	\$55.90	<input type="button" value="Remove"/>
<input type="text" value="Head First HTML5"/>	<input type="text" value="1"/>	<input type="text" value="27.89"/>	\$27.89	\$27.89	<input type="button" value="Remove"/>
<input type="text" value="New Book"/>	<input type="text" value="1"/>	<input type="text" value="10.99"/>	\$10.99	\$10.99	<input type="button" value="Remove"/>
<input type="button" value="New"/>		<input type="button" value="Save"/>			

The Save button stores the list of current books into Local Storage. When the application is loaded, check in the local storage first if the books are already stored. If they are, use the stored data for the application. If the item is not there in local storage, use the default list of books as shown in the first figure.