

COLLEGE OF COMPUTER STUDEIS INFORMATION TECHNOLOGY DEPARTMENT

IT0049

(Web System and Technologies)

TECHNICAL SUMMATIVE ASSESSMENT

1

Module 1 - Module 3

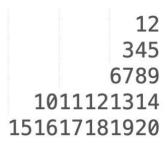
Create a controller class, "PrintSequence" that will generate a view according to the descriptions provided in each methods. Then, in your newly created controller create 3 different methods, namely:

1.) MarioFlagPole

- Accepts 1 argument, which is the Flag Pole Size.
- The segment that handles your argument should only accept numbers.

Example:

Argument: 5 Output:



2.) BoxedFrame

- Accepts 2 arguments
- The segments that refers to your arguments should only accept numbers.

Arguments:

- 1 Row Size
- 2 Column Size

Examples:

Arguments:

1 = 8

2 = 5

* *

* * *

* * *

* * *

* * *

* *

Arguments:

1 = 8

2 = 6

* *

* ** *

* ** *

* ** *

* ** *

* *

Arguments:

1 = 8

2 = 7

* *

* *** *

* *** *

* *** *

* *** *

* *

Arguments: 1 = 5 2 = 8***** *

*

3.) HoneyComb

- Accepts 2 arguments
- The segments that refers to your arguments should only accept numbers.

Args:

- 1 Row Size
- 2 Column Size

Example:

Arguments:

1 = 1

2 = 1

**

* *

* *

* *

> * *

> > **

Arguments:

1 = 1

2 = 2

Arguments:

1 = 2

2 = 2

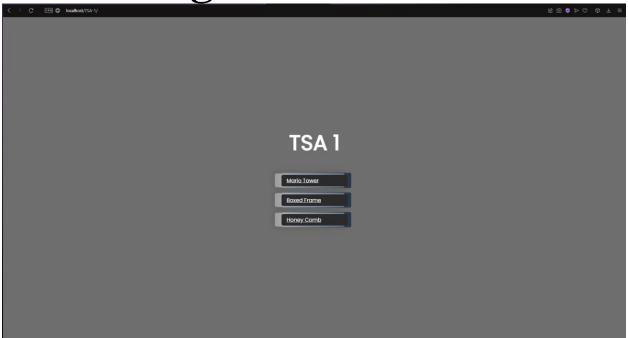
Note: The following rubrics/metrics will be used to grade students' output in the Technical Summative Assessment 1.

Program (100 pts.)	(Excellent)	(Good)	(Fair)	(Poor)
Program execution (20pts)	Program executes correctly with no syntax or runtime errors (18-20pts)	Program executes with less than 3 errors (15-17pts)	Program executes with more than 3 errors (12-14pts)	Program does not execute (10-11pts)
Correct output (20pts)	Program displays correct output with no errors (18-20pts)	Output has minor errors (15-17pts)	Output has multiple errors (12-14pts)	Output is incorrect (10-11pts)
Design of output (10pts)	Program displays more than expected (10pts)	Program displays minimally expected output (8-9pts)	Program does not display the required output (6-7pts)	Output is poorly designed (5pts)
Design of logic (20pts)	Program is logically well designed (18- 20pts)	Program has slight logic errors that do no significantly affect the results (15- 17pts)	Program has significant logic errors (3-5pts)	Program is incorrect (10-11pts)
Standards (20pts)	Program code is stylistically well designed (18- 20pts)	Few inappropriate design choices (i.e. poor variable names, improper indentation) (15-17pts)	Several inappropriate design choices (i.e. poor variable names, improper indentation) (12- 14pts)	Program is poorly written (10-11pts)
Delivery (10pts)	The program was delivered on time. (10pts)	The program was delivered a day after the deadline. (8-9pts)	The program was delivered two days after the deadline. (6-7pts)	The program was delivered more than two days after the deadline. (5pts)

Outputs:

Full code can be found in my GitHub Repo

Home Page



Mario Flag Pole Outputs:

```
Mario Flag Pole

Arg is equal to: 5

12

3 4 5

6 7 8 9

10 11 12 13 14

15 16 17 18 19 20
```

Mario Flag Pole Arg is equal to: 7 12 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35

Boxed Frame Outputs:

```
Boxed Frame

Arg1 is equals to:8

Arg2 is equals to:5

****

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* *

* * *

* * *

* * *

* *

* * *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *
```



Honey Comb Outputs:

```
Honey Comb

Arg1 is equals to:1

Arg2 is equals to:2

** **

* * * *

* * * *

* * * *

* * * *

* * * *
```

```
Honey Comb

Arg1 is equals to:2

Arg2 is equals to:2

** **

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* * *

* *

* * *

* *

* * *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *

* *
```

More below

Codes:

Controller:

```
<?php
class Home extends CI Controller
    public function construct()
       //allways the first line
        parent::__construct();
   // default lagi si index function
    public function index()
       //tatawagin si home_view.php from the views folder and will load it on
the page
        $this->Load->helper('url'); //for Loading the css
        $this->load->view('home_view');
    //Problem number 1
    public function MarioFlagPole($argu)
        echo '<div style="text-align: right; ">'; // moving to the right to match
the given output
        echo "<h2>Mario Flag Pole</h2>";
        echo " Arg is equal to: " . $argu . " "; //printing the
argument in the URI
        $count = 1; // initialize to start in 1
       for ($i = 1; $i <= $argu; $i++) { // the number of lines will depend on</pre>
the input value of argument
           for ($x = 0; $x <= $i; $x++) {
```

```
echo $count . " ";
               $count++;
           echo '<br/>';
       echo '</div>';
   //Problem number 2
   public function BoxedFrame($argu1, $argu2)
       echo "<h2>Boxed Frame</h2>";
       echo " Arg1 is equals to:" . $argu1 . ""; //printing the
argument in the URI
       echo " Arg2 is equals to:" . $argu2 . " "; //printing the
argument inthe URI
       for ($i = 0; $i < $argu1; $i++) {</pre>
           for ($j = 0; $j < $argu2; $j++) {</pre>
               if ($i == 0 || $j == 0 || $i == $argu1 - 1 || $j == $argu2 - 1) {
                   echo "*";
               } elseif ($i == 1 || $j == 1 || $i == $argu1 - 2 || $j == $argu2
 2) {
                   echo "&nbsp&nbsp";
               } else {
                   echo "*";
           echo "</br>";
   }
   //Problem number 3
   public function HoneyComb($argu1, $argu2)
   {
       echo "<h2>Honey Comb</h2>";
       echo " Arg1 is equals to:" . $argu1 . ""; //printing the
argument in the URI
       echo " Arg2 is equals to:" . $argu2 . " "; //printing the
argument inthe URI
       for ($a = 1; $a < 7 * $argu1; $a++) {</pre>
```

```
for ($b = 1; $b < 7 * $argu2; $b++) {</pre>
                if ($a == 1 || $a == 6 || $a == 11) {
                    if ($b != 3 && $b != 4 && $b != 8 && $b != 9) {
                        echo "&nbsp";
                    } else {
                        echo "*";
                }
                if ($a == 2 || $a == 5 || $a == 7 || $a == 10) {
                    if ($b != 2 && $b != 5 && $b !== 7 && $b != 10) {
                        echo "&nbsp";
                    } else {
                        echo "*";
                if ($a == 3 || $a == 4 || $a == 8 || $a == 9) {
                    if ($b != 1 && $b != 6 && $b != 12) {
                        echo "&nbsp";
                    } else {
                        echo "*";
                    }
                }
            echo "<br>";
       }
//Code by Justine Rome M. Guillermo
//code from: https://github.com/romeJG/TSA-1
```

View:

```
<!DOCTYPE html>
<html Lang="en">
<head>
   <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" type="text/css" href="<?= base_url(); ?>css/home.css">
    <title>Summative Assesment 1</title>
</head>
<body>
    <div id="container">
       <h1>TSA 1</h1>
       ul id="navlist">
           <a href="<?= base_url('Home/MarioFlagPole/5') ?>">Mario
Tower</a>
           <a href="<?= base_url('Home/BoxedFrame/8/5') ?>">Boxed
Frame</a>
           <a href="<?= base_url('Home/HoneyComb/2/2') ?>">Honey
Comb < /a > 
       </div>
</body>
</html>
```

CSS (optional):

```
@import url('https://fonts.googleapis.com/css2?family=Poppins&display=swap');
 {
   margin: 0;
    padding: 0;
    box-sizing: border-box;
    font-family: 'Poppins', sans-serif;
body {
   display: flex;
    justify-content: center;
    align-items: center;
   height: 100vh;
    background-color: rgb(110, 110, 110);
   text-align: center;
ul li {
   width: 200px;
   height: 35px;
   display: flex;
    align-items: center;
   margin: 1.5em;
   cursor: pointer;
    padding: 1em;
    background: rgb(43, 43, 43);
    position: relative;
    color: white;
    border-radius: 5px;
    color: white;
ul li::before,
ul li::after {
   content: '';
   position: absolute;
```

```
z-index: -1;
    border-radius: 5px;
   width: 105%;
   transition: all .4s;
ul li::before {
   left: 0%;
   height: 130%;
   background: linear-gradient(to right, #8b90a0, #25394d);
ul li::after {
   left: -10%;
   height: 120%;
   background: #ffffff56;
   backdrop-filter: blur(10px);
   box-shadow: 0 0 20px rgba(0, 0, 0, 0.164);
ul li:hover::before {
   transform: translateX(-2.5%);
ul li:hover::after {
   transform: translateX(15%);
h1 {
   margin-bottom: 5vh;
   font-size: 400%;
    color: white;
.my_class {
    background-color: #25394d;
```