

# Citing Code

## Project 1 Simple Dynamic Data Web Page

project 1 / worth 25% of your course grade / due week 5 – week commencing 4 February

### Overview

This project gives you the opportunity to build dynamic web pages that contain data that changes. As a result we will be using Javascript to update the page and control CSS to give the user updates. We will start simply but these will become web Apps, then eventually we will progress to creating an App for a mobile device, using the same knowledge of HTML, CSS and JS. HTML is the content, CSS is the design and JS becomes the behaviour or controls the page interactions.

You will be using Brackets to develop HTML, CSS and JS with.

Later in the semester you will be using, Vue.JS a frontend framework for easy update and manipulation of content on the page.

You will also learn the simple basics of Adobe XD as prototyping software.

### Assessment Brief

We will develop some simple ways to take input from external sources such as the time, working with variables, animating content and creating random interactions. Your task is to create a dynamic page that Javascript writes into after the page has loaded. Your content can be animated, textual, graphical or can be a mixture of all. It can require user input or just write directly in.

You can peruse your own project idea or one of the following: Area or perimeter calculator, Tip calculator, Grade calculator, Lottery ticket chooser, Carousel/slideshow (your own work not a pre-built library), A browser home screen that changes design based on time of day/ year, What moon phase is tonight.

### Deliverables

Please hand all of the following:

- **Demonstration of the working web page in a presentation.**
- **The project uploaded to the Firebird server and a URL submitted to Slate.**
- **The code for your web page zipped up and uploaded to Slate.**
- **A PDF citing the source of any images or code snippets used.**

### Policy on Use of Sourced Materials

Code can use small sections of code from other sources, ie not a complete page taken from another source. Cite these sources using comments in the code, HTML comments:

<!--Start of code from xxxx --!>

<!--End of code from xxxx --!>

In CSS:

/\* Start of code from xxxx \*/

/\* End of code from xxxx \*/

Please also list the sources and the sources of any images that are not your own on a PDF file submitted to Slate with your URL.

### Delivery Format & Instructions

URL submitted to SLATE. Zip file submitted to SLATE. PDF submitted to the Assignment Folder in Slate. PDF must be named:

LastName\_FirstName\_IXD2\_Project2.pdf

### Schedule

- week commencing 7-January:** Workflow overview, roles of HTML, CSS and JS. Intro to JS – writing a custom message
- week commencing 14-January:** Ethnography UX research, JS Variables, Forms and Input
- week commencing 21 January:** Don't make me think, CSS animation
- week commencing 28 January:** Video UI Sketching 1 hour 15 min. JS Random responses
- week commencing 4 February:** In class presentation of your assignment. JS Geolocation

### Project Learning Outcomes

To achieve the critical performance, students will have demonstrated the ability to:

1. Research and analyze interactive objects to identify elements and relationships.
2. Apply visual design principles to interactive problem solving.
3. Apply the terminology and principles of information architecture in interactive problem solving.
4. Produce process documents such as diagrams, briefs and storyboards.
5. Integrate project concepts into functioning interactions.
6. Apply design principles such as sequence and priority to solving interactive problems.
7. Integrate technical parameters and platforms into the development of design solutions.
8. Exhibit professional behaviours including:
  - openness to peer critiques
  - acceptance of differing viewpoints
  - willingness to work collaboratively
  - commitment to meeting project due dates
  - responsibility for self direction
  - commitment to the responsible use of reference materials.

Your code *can* use  
**small sections of code**  
from other sources,  
(i.e. not a complete  
page taken from  
another source).

Even if you do not  
copy the code  
*verbatim*, you must still  
cite where concepts/  
references came from

List code sources and  
the sources of any  
images that are not  
your own in a PDF file  
submitted to Slate

# JS



*// start of code from <https://example.com/code-sample.html>*

```
function doNotCheat() {  
    alert("I cited my code");  
}
```

*// end of code from <https://example.com/code-sample.html>*

# HTML



```
<!-- start of code from https://example.com/code-sample.html -->
```

```
<header>
```

```
  <h1>This code is not mine</h1>
```

```
  
```

```
</header>
```

```
<!-- end of code from https://example.com/code-sample.html -->
```

# CSS



```
/* start of code from https://example.com/code-sample.html */
```

```
.cited:nth-child(1) {  
  color: red;  
  font-family: Helvetica, Arial, sans-serif;  
  background-image: url(/images/citation.gif);  
}
```

```
/* end of code from https://example.com/code-sample.html */
```