Web Engineering Lab 3

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# Introduction

This lab aims to produce a world clock system which shows the time in different time zones of the world as compared to our local time.

# Approach

I used svg to make the analog clocks. The code for the analog clock is not entirely my own. I took inspiration from the following link: <http://code.activestate.com/recipes/578686-analog-clock/>

As for the cities, I added a simple <select> drop-down menu in a form with a list of all the cities specified. Then I put if conditions depending on the inputs given by the user, the time of that particular city would be displayed. This is done by adding or subtracting the time difference between the two time zones. Clicking on any “submit” or “enter” button is not needed. Simply selecting the city from the drop-down menu will result in the clock showing the user the time in that specified city.

# Problems I ran into

It took quite a lot of time to draw the analog clock. I was debating with myself on whether I should use HTML5 Canvas or SVG. Finally, I settled with SVG as it looked more user-friendly and the coding for it was a lot more intuitive and understandable.

When putting in the if conditions for the city, I had trouble getting the element of the city\_name into the Javascript script as document.getElementById(city\_name) just didn’t seem to work. After about half an hour, I realized that I’m supposed to be entering document.getElementById(city\_name.value) and not just document.getElementById(city\_name).

# GitHub Repo Link