Lab Overview

In this assessment you will demonstrate your ability to:

- use HTML to create a simple web form
- code a JS document to process a web form

Lab Scenario

In golfing, each hole has what is called a par – meaning how many strokes it should take to get the golf ball in the hole; therefore, if a hole is a par 3, and the golfer took 3 strokes to get the ball into the hole, s/he made par. If s/he took more or less strokes to get the ball into the hole, a different rating is applied, as follows (we've added one fun rating at the end for bad or very drunk golfers!):

Rating	**Difference from Par**
Eagle	2 strokes less than par
Birdie	1 stroke less than par
Par	Same number of strokes as par
Bogie	1 stroke more than par
Take some Golf Lessons	2 or more strokes over par

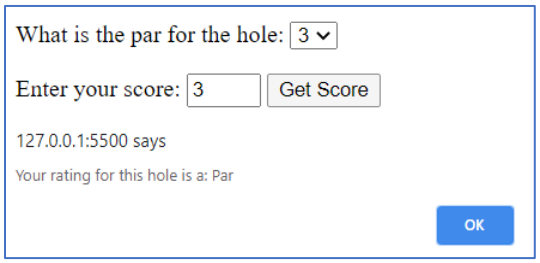
You are asked in this test to create a web interface that gathers 2 things:

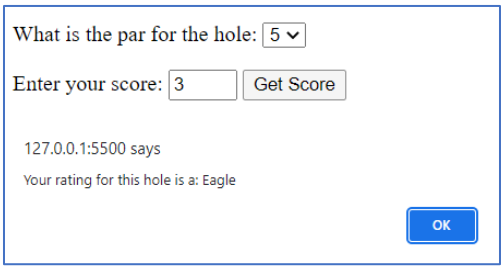
- the par for a hole – pars range from 3 to 5
- and how many strokes the golfer took on that hole, which is called a score.

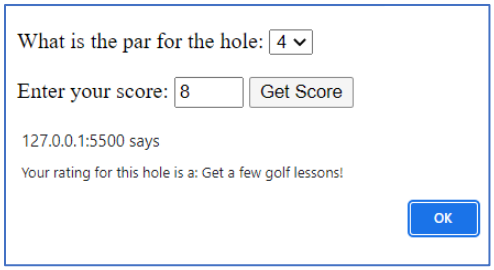
Add to the web interface a way for the user to initiate an event that will execute your program (i.e. clicking on a button).

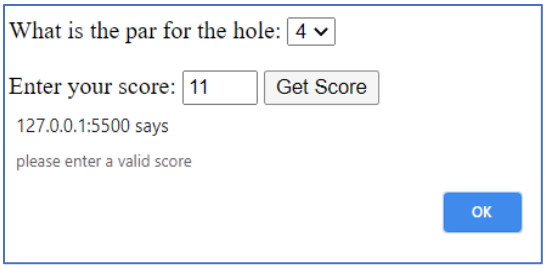
Your program should determine the rating that the user achieved for that hole and output it in an alert. Only determine the rating if the user gave you a valid score, which is a number between 1 and 10, anything outside of that range should generate an error message. You do not have to validate the par number.

The figures here and on the next page demonstrates some sample interface ideas and outcomes so you can interpret these requirements.









Grade Rubric

- The web form design supports the application goals, follows HTML syntax rules, and implements our class naming conventions (5 Marks)
- You can determine a rating for the hole, using a function (10 Marks)
- You can validate that the score is acceptable and can control whether an error message or rating outcome occurs (10 Marks)
- Your JS code implements best practices (5 Marks)

Lab Due Date

Please compress your project folder and upload it to BlackBoard using the Lab 2 link by **Wednesday, February the 8th before midnight**. Late labs can be accepted up to Friday, February the 10th before midnight at a 10% penalty per day.