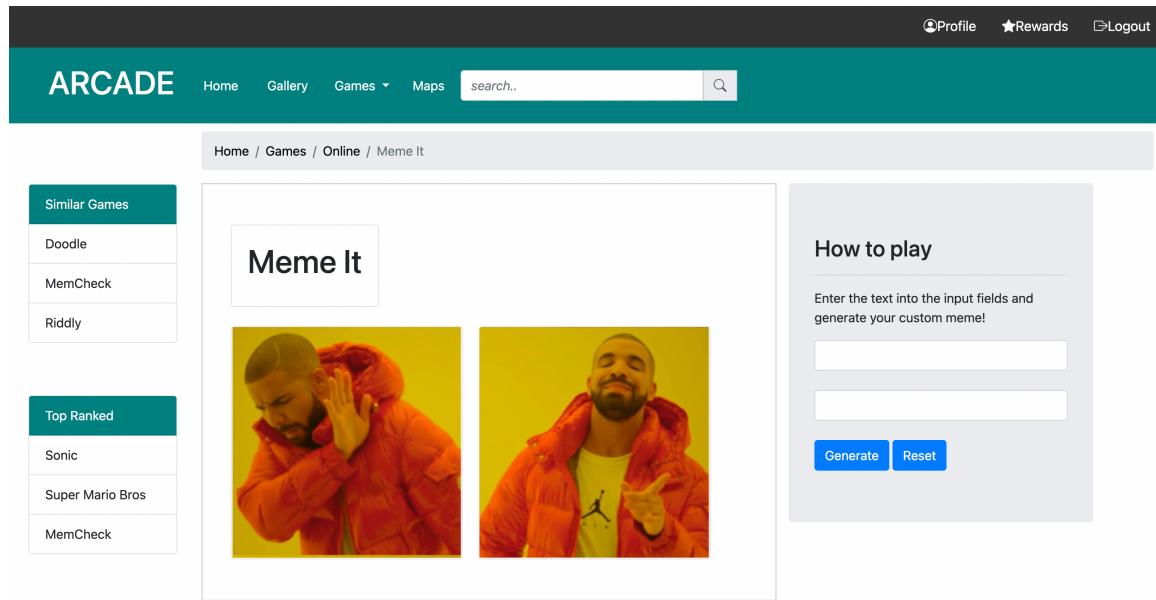


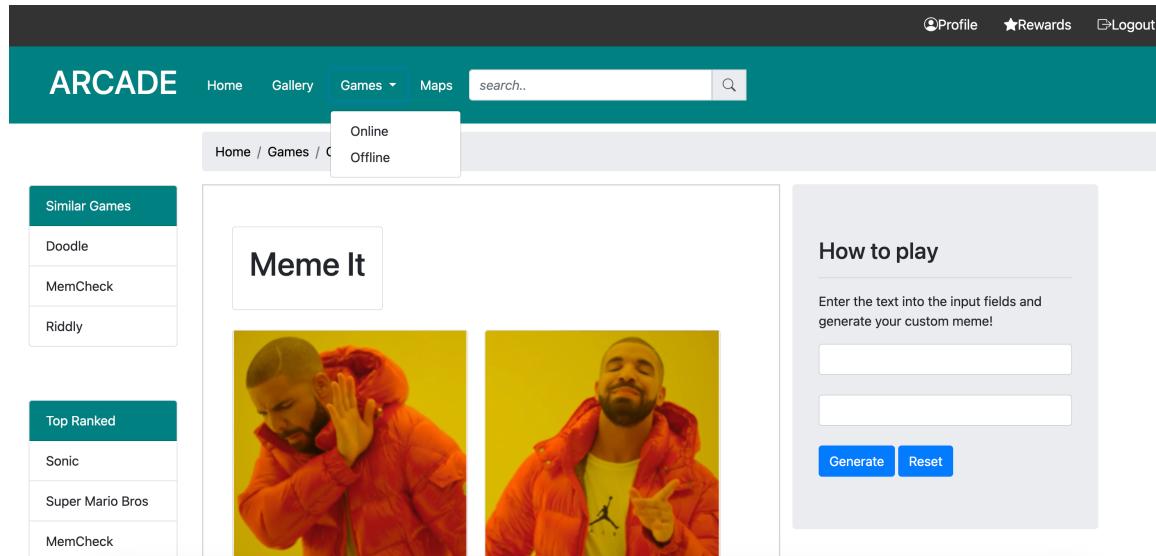
Web Programming Languages – Assignment 1

Due Date: September 16, 2023, 11:59PM.

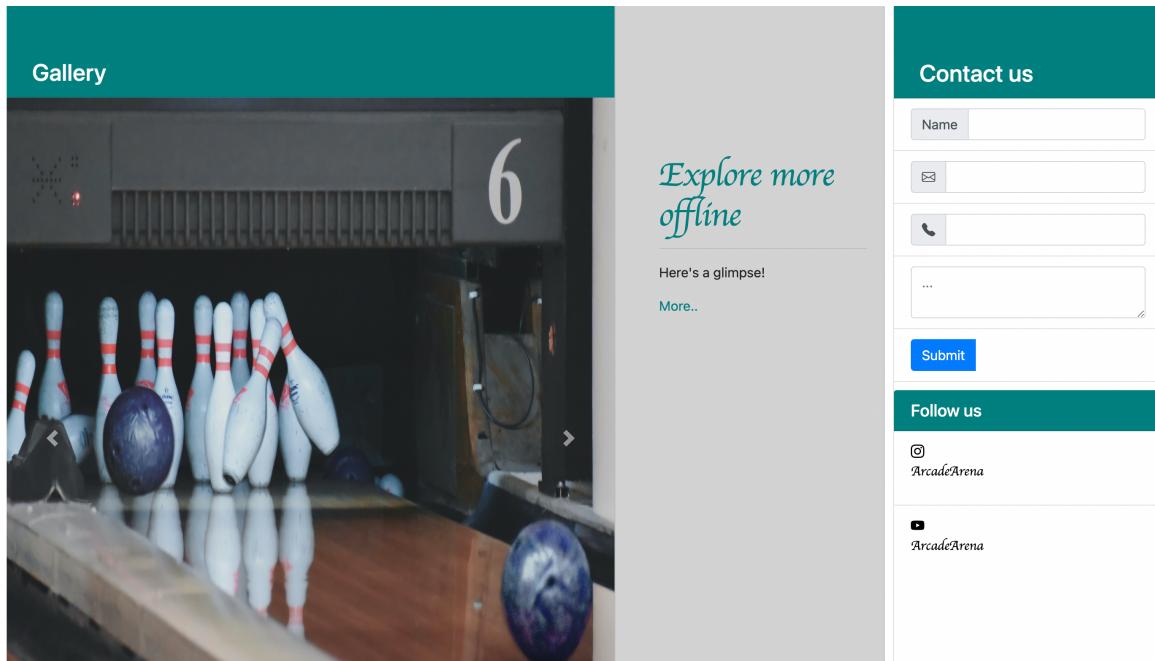
In this assignment, you will build the following web page using HTML, CSS, Bootstrap, JS.



The menu item “Games” is a dropdown component with 2 items within it.

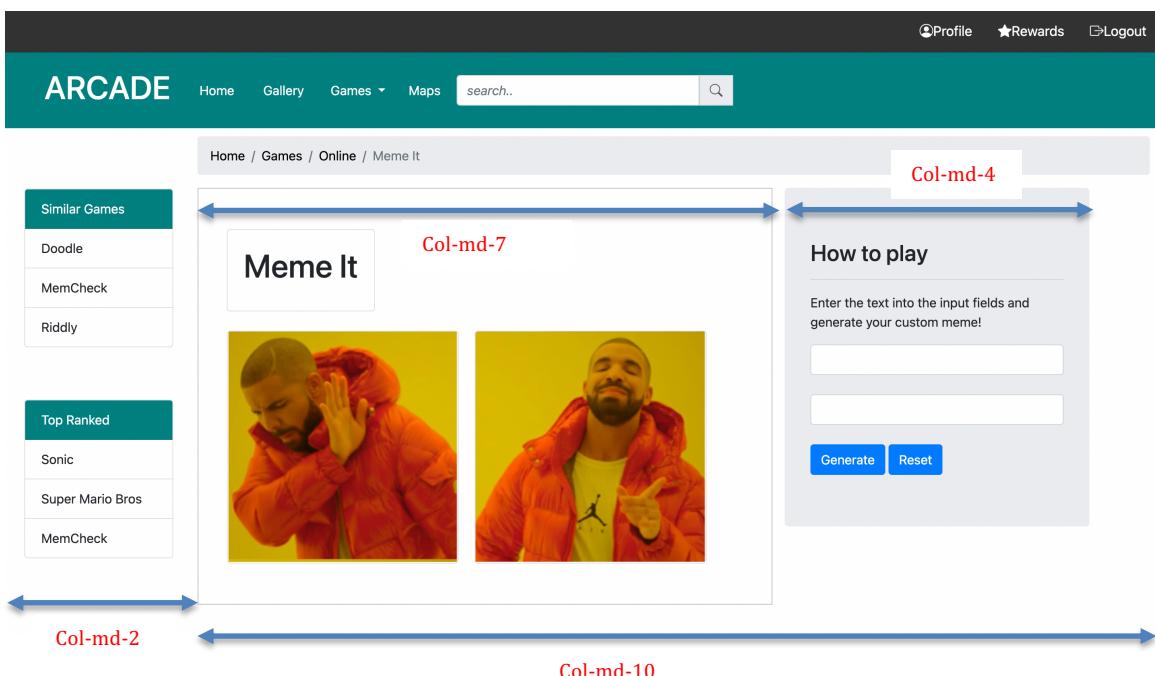


Below is the second half of the page after you scroll down.



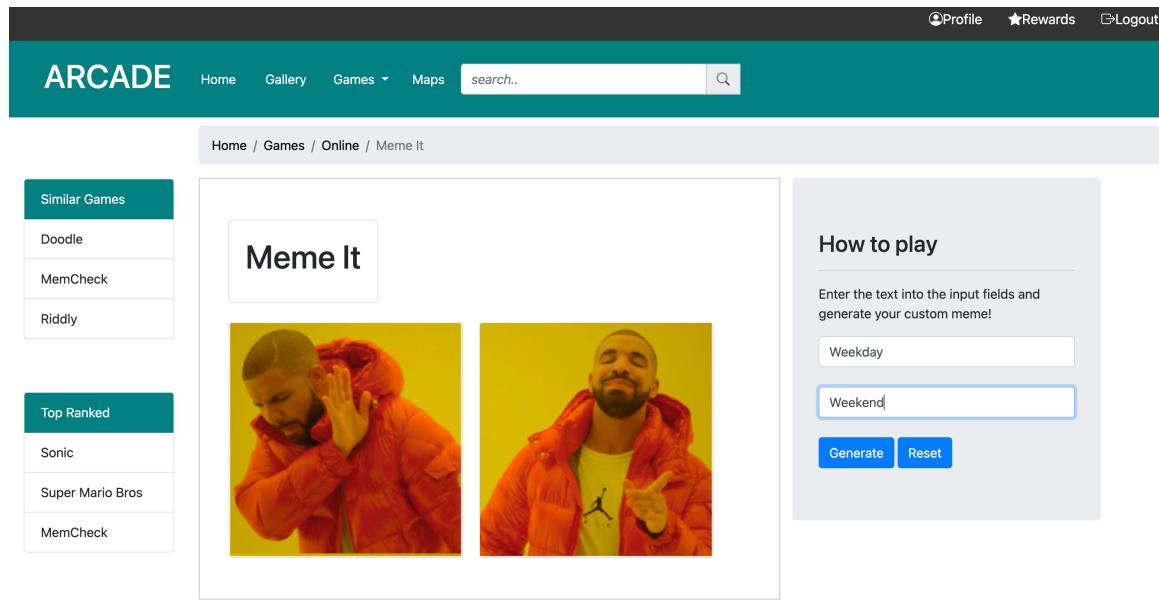
Requirements

Below is the page alignment expected (you are not expected to display the arrows and the measurements, they are just to give you guidance for the page split).

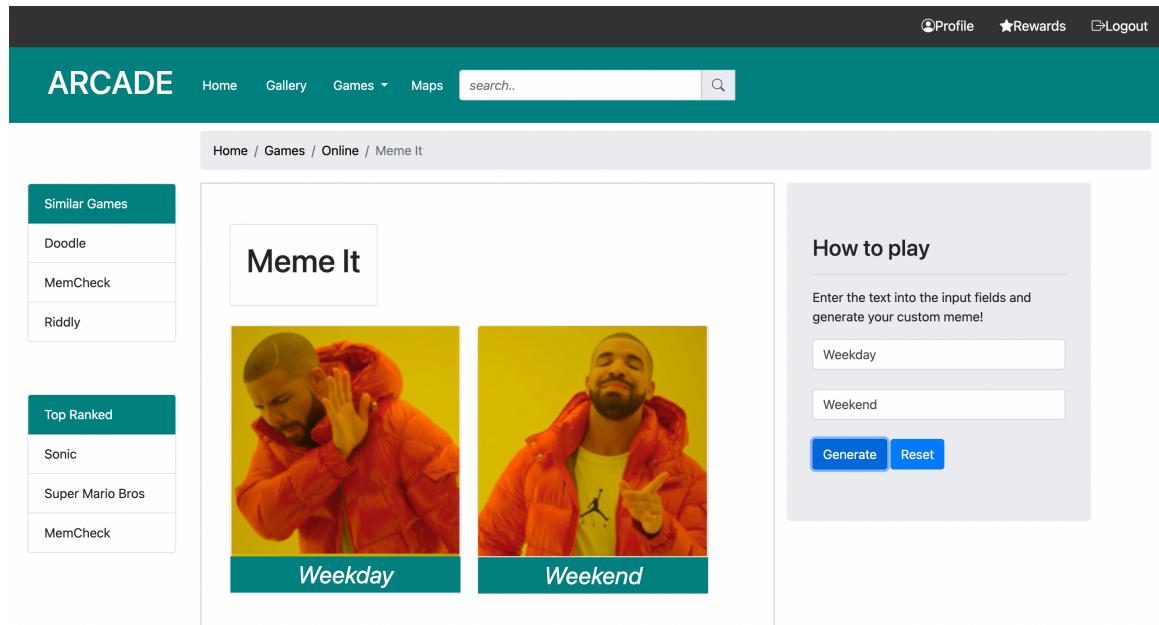


When the document is loaded, you will recreate the above html page. When the user clicks the Generate Button, read the contents from the text input fields, and load the

area below the images with the text. When the reset button is clicked, clear the contents of the text input fields, and hide the text area under the images.



You should see the below output (load the area below the image with the text from input fields) after you click the Generate button (you can type in your choice of text in the input fields).



If you click Reset button, below is the expected output.

The screenshot shows the ARCADE website interface. At the top, there's a dark header with 'Profile', 'Rewards', and 'Logout' links. Below it is a teal navigation bar with 'ARCADE' and links for 'Home', 'Gallery', 'Games ▾', 'Maps', a search bar, and a magnifying glass icon. The main content area has a breadcrumb trail: 'Home / Games / Online / Meme It'. On the left, there are two vertical menus: 'Similar Games' (Doodle, MemCheck, Riddly) and 'Top Ranked' (Sonic, Super Mario Bros, MemCheck). The central content area features a 'Meme It' game with two images of Drake in a red jacket. To the right is a 'How to play' section with input fields and 'Generate' and 'Reset' buttons.

Additionally, you can set focus (`element.focus()`) and cursor (`element.select()`) to the first input field after reset (not a mandatory requirement). Note that “element” is just a representation of the object, it is not the syntax.

Eg: `document.getElementById("inputField1").focus();`
 For the second half of the page, you will create a slideshow of images as shown below along with some explanatory text, contact and social media section (Follow us) on the side.

This screenshot shows a website section with a 'Gallery' header. The main image is a bowling lane with pins and a ball. To the right, there's a call-to-action with 'Explore more offline' and a 'More..' link. On the far right is a 'Contact us' form with fields for Name, Email, Phone, and a 'Submit' button. Below that is a 'Follow us' section with links for Instagram (@ArcadeArena) and YouTube (ArcadeArena).

See instructions for details.

Instructions

1. The images are supplied in the folder img.
2. Create dummy links for all the anchor tags and links(`href = "#"`).
3. Use the following Bootstrap Components (v4) to render the page.
 - Navbar
 - Dropdown button
 - BreadCrumb
 - Jumbotron
 - Cards
 - Input text fields
 - Input groups
 - Buttons
 - Carousel
4. Use [Bootstrap](#) for the icons.
5. Use onclick event to trigger the logic for the generate and reset buttons.
6. `document.getElementById()` can be used to read current text from the input text fields (you can use other methods we discussed in class if you wish to).
7. Generate Button - To load the area under the image with text, identify the element and set the following parameters. `element.style.display = 'block'`
`element.value = TextInputFieldElement.innerHTML`.

Note that “element” and “TextInputFieldElement” are just representations and not the syntax.

8. Reset Button – Clear the contents of the text input fields (`element.value = ''`) and hide the text under the image (`element.style.display = 'none'`)

Deliverables:

Screenshot of the results

HTML, CSS and JS files

Zip your files into a single file and name it as A1-yournetid.zip.