Manitoba Institute of Trades and Technology
Software Development
Introduction to Third-Party APIs SD-105
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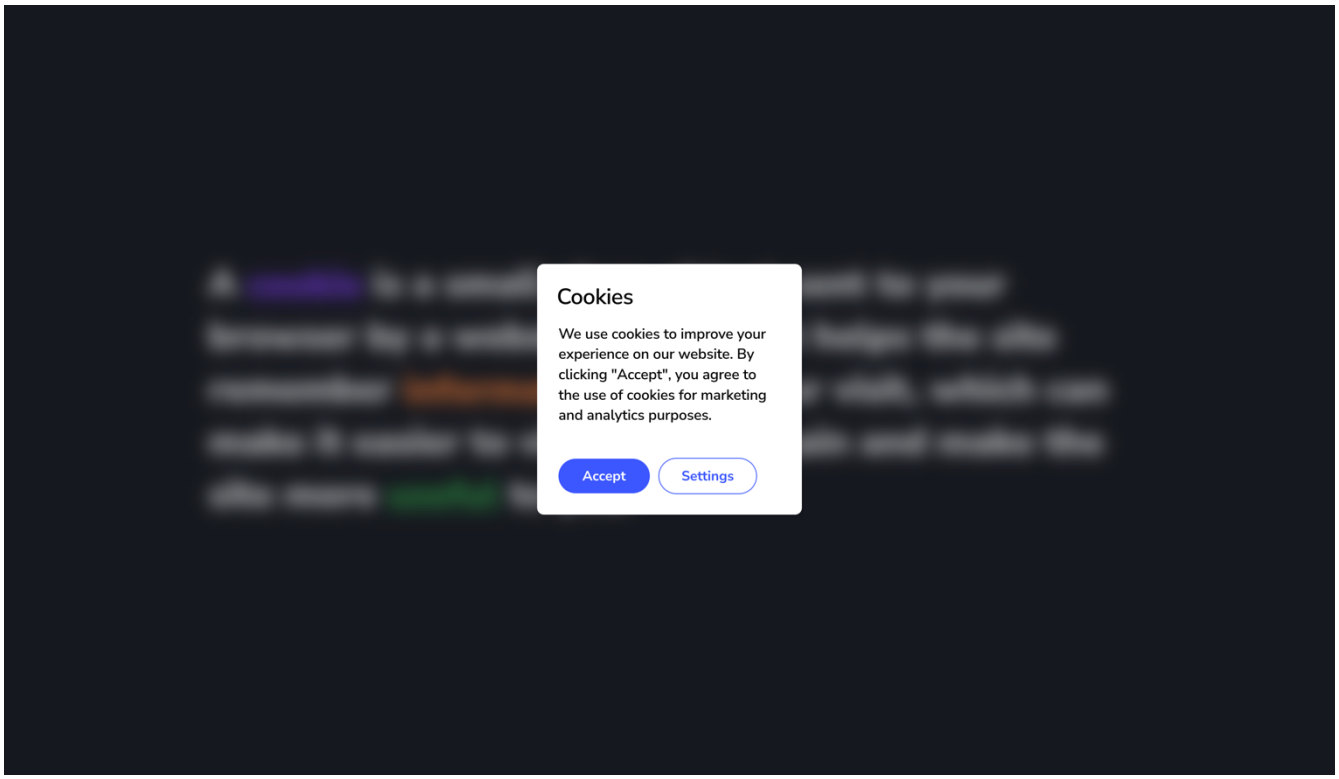
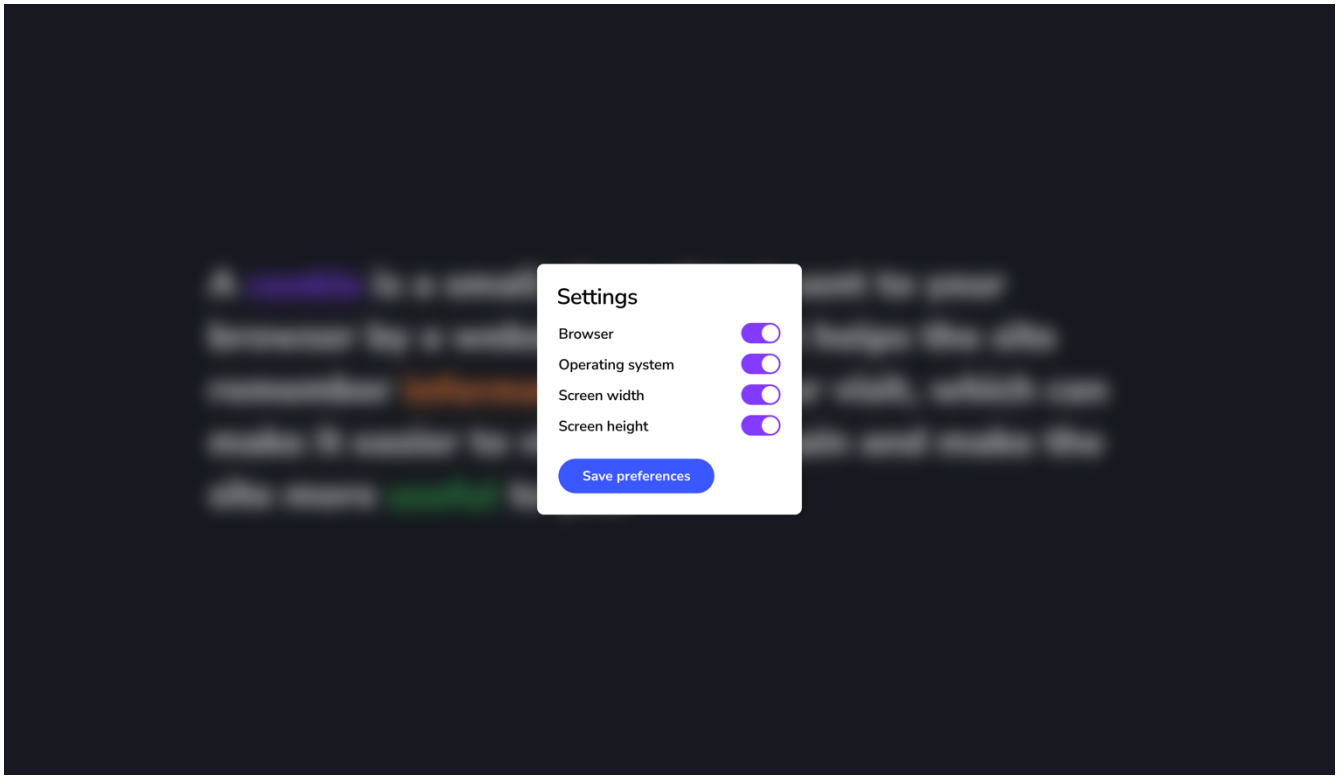
Assignment 2: Working with cookies — Weight: 10/100

In this assignment, you will use cookies to store information about user's device, browser, and operating system. The user must be notified about the use of cookies and given the option to reject one or all of them (see examples).

Directions and requirements

- Develop a simple index page (feel free to create a 100dvh banner with a 'hero' image and some text in the center).
- Create two dialog boxes. The first dialog shows information about cookies and gives the user two options: 'Accept all' or 'Settings'. The second, allows the user to choose the information that will be stored in cookies.
- Use the `setCookie()` and `getCookie()` functions.
- Use the `navigator` and `screen` objects to obtain information about the browser, operating system, and device's screen dimensions. Create functions to get browser name and OS name.
- The system will work as follows: when the user opens the page, your code checks if cookies are enabled and if there are any cookies stored. If the last check returns false, the first modal is displayed (add a little delay so the user can see that the page is working before seeing the dialog). The second dialog comes with all options selected by default, and it is up to the user to keep or deselect them.
- The system will create cookies in two ways: all of them at once (the 'accept all' button) or the ones selected by the user, in the second dialog). A cookie must be created in case the user rejects all cookies. So, when they reload the page, the system will detect a cookie and will not show the first modal again.
- In the second dialog, use 'toggle switches' and make all options selected by default.
- Make your cookies 'live' for 15-20 seconds so you can 'reset' your application and see the dialogs again.


Cookies
We use cookies to improve your experience on our website. By clicking "Accept", you agree to the use of cookies for marketing and analytics purposes.
Accept
Settings


Settings
Browser
Operating system
Screen width
Screen height
Save preferences

Marking criteria

CRITERIA	MARKS
Functions to manage data (`setCookie()`, `getCookie()`, `getBrowser()`, `getOS()`)	2
Dialogs look and work according to requirements	2
Application works and delivers the expected results	4
Coding standards and best practices	1
Student professionalism	1

Submission guidelines

Upload your files to MyLearning (Introduction to Third-Party API's SD-105 → Assignments → Assignment 2) as a zipped folder (please avoid using rar), and include the link to your GitHub repository as a comment.

Student professionalism

Student professionalism in the context of assignments refers to how students handle their coursework. This involves handing in assignments on time, making sure their work looks good, and following any instructions given for each assignment. It also means being honest in their work, not copying from others, and giving credit when they use someone else's ideas. Being professional in assignments shows that a student takes their schoolwork seriously and is getting ready for a professional job.

Late assignment policy

Deadlines are an integral part of work and life in general. Students are expected to submit assignments promptly on the dates specified by instructors.

Late assignments will result in a deduction of 20% of the total marks for the first day (24 hours) and a subsequent deduction of 10% for each additional day (including holidays and weekends) beyond the deadline.