Final Project

This project will encompass everything you have learned so far in this course. You may work with a partner if you want. It may take you some time, so don't wait until it's due to start it. This project is worth **100 points**.

Competencies

- 1. Identify the program logic necessary to solve a given problem
- 2. Integrate JavaScript, HTML and CSS
- 3. Write detailed documentation to provide requirements and logic to other developers
- **4.** Design user-friendly forms
- 5. Analyze problems using structured programming techniques
- **6.** Write code to validate user input
- 7. Utilize complex data types
- 8. Compose modular code

Instructions

You will create a multi-page site for an individual or organization of your choice (real or fictitious). This site will also need to include game or useful tool (that you haven't created already) that meets the requirements below. For example:

- 1. A site for a mortgage broker, including loan approval form and amortization calculator.
- 2. A site for a casino, complete with a "Learn Blackjack" game.
- 3. A band website with slideshow and form for tour merchandise.

Prerequisites

1. Proposal (10 points, separate due date)

Before you start working on your project, a proposal needs to be approved by your instructor. This should outline what you are planning on doing, including the logic required to accomplish it. A flowchart or pseudocode may be required to illustrate this. If you are working with a partner, explain how the work will be divided up.

Requirements

1. Design and structure (10 points)

Use external CSS and JS files. Make sure you have a header, footer, styled text, colors, etc. Be creative.

2. **GUI (20 points)**

Is it easy to use? Does it collect user input efficiently? If a form is used, did you pick the most appropriate input type?

Unit 2 Project Page 1 of 2

3. Validation (10 points)

ALL user input should be validated.

4. jQuery (10 points)

jQuery must be used for manipulating the document and elements within it.

5. Structured programming techniques (10 points)

The logic works and is efficient. Decisions and loops are used.

6. Complex data types (10 points)

Arrays and/or objects are used.

7. Functions (10 points)

You must have at least two functions that accept parameters and return a value. These are not "click event" functions

8. Did you do what you proposed? (10 points)

Your code should match what was outlined in your proposal. If you need to make changes, confirm them with your instructor before you turn it in.

9. Documentation (10 points)

Make sure all of your code is well documented.

10. Extra credit (+20 points max)

Present ideas for extra credit within your proposal. Some ideas include:

- a. Include modal windows. (+5 points)
- **b.** Include a jQuery slideshow. (+5 points)
- c. Use cookies to pass information from one page to another. (+5 points)

Unit 2 Project Page 2 of 2