

Assignment 03

ITEC 3020, Fall 2020

Due Time: Friday- November 27, 2020 – 11:55 pm

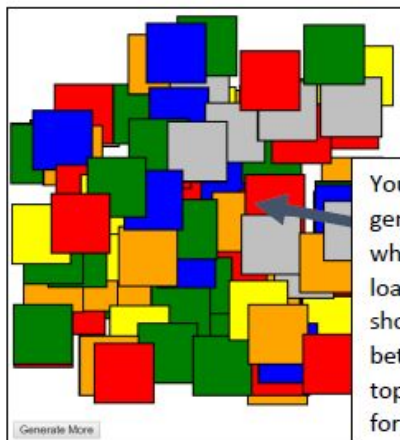
Submission

You may work individually or in pairs.

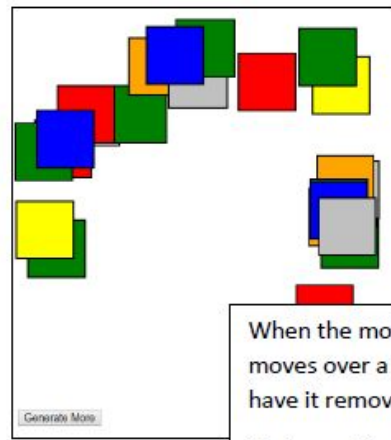
- If you are submitting as a pair, **only one of the members** should submit the assignment. Please, include the name of the teammates in the submission (in a different text (.txt) file). Otherwise, if no information is received, then an individual assignment will be assumed.
- To submit your solutions to this assignment, you will use the submission facility on the course website on eClass.
- Submissions should be in a zip folder including five folders for five exercises of this assignment. Each folder includes one html file, one or more css files, one or more js files and a text file with the names of the teammates.
- You are allowed to use frameworks like Bootstrap, SemanticUI, etc but you are **not allowed to use templates**.
- You should abide by the policies set by the Senate of York University and by the Faculty of Liberal Arts & Professional Studies regarding the Academic Honesty.
- Following the policies explained above is worth **5% of the mark** you receive for this assignment.
- This assignment is worth **15% of your final grade**.

Exercise One: Create 100 boxes at random locations inside a div with the id container (see below). When the mouse moves over a box, the box should be removed from the div. When the div has onechild box, pop up an alert that says "last child!".

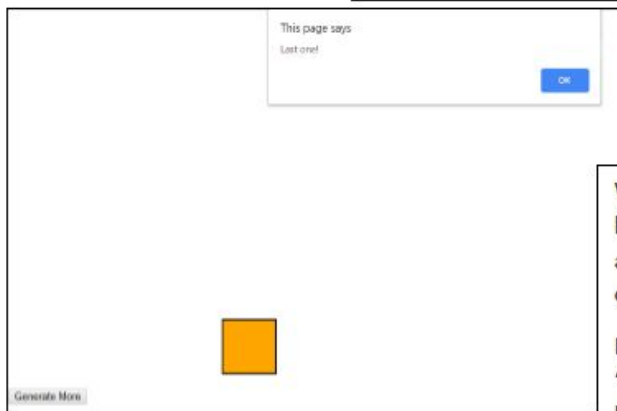
Add a button to create more boxes. If the user clicks on the button, your JS code should generate 100 more boxes (even if you have existing boxes on the screen).



Your code should generate 100 boxes when the page is loaded. Their locations should be random between 0-400 for the top position and 0-400 for the left position.



When the mouse moves over a box, have it remove itself.
Hint: consider the "this" variable.



When the last box is being deleted, create an alert that says "Last one!".

If the user clicks the "Generate More" button, add 100 more random boxes.

Exercise Two: face1.png, face2.png, face3.png, and face4.png are attached. Randomly show one of the face images when:

- (1) the browser window loads, and
- (2) anytime the cursor moves over the image.

IMPORTANT: Each time you select a new random image it cannot be the same image currently showing on the screen. For example, if the current image is face2.png, the next random image should not be face2.png again. HINT – Consider using a while loop. But, be careful not to get into an infinite loop! You are also welcome to create global variables.



When you move the mouse over the image, the image should randomly change to one of the faces below (except face1).



face1



face2



face3



face4

Exercise Three: Create a form with a student name, id and email. When the user presses the Submit button, check if name, id and email fields are not empty and that they have correct formats (use pattern matching). If one or more of the fields are empty, the user has to get a proper message showing which fields are empty. Name has to start with a capital letter following two or more lowercase letters. Student id should be all digits and email should have the email format (including @ in the middle and .com at the end).

Name:

Student Id:

Email:

If the user presses the Reset button, all text boxes should get empty.