

CSC 4370/6370 WEB PROGRAMMING

Assignment 4

JavaScript

Due date: 03/24/2020 (11:59 pm)

Instructions:

1. Submit your codd link and all the files on icollege.
2. Create a folder named Assignment4 under your public_html/Assignment and put your code in there and submit the link to icollege–
“codd.cs.gsu.edu/~campusid/Assignment/5/index.html.”.
3. If there is no link to the codd server or if the link doesn’t work on icollege you would receive a “0”.
4. Your previous assignments (1,2,3) and project 1,2 and all your inclass activities links must be working from your “codd.cs.gsu.edu/~campusid/index.html” . You will lose points if they don’t work.
5. Also create back links to your index.html pages. Example – you must have Backlink to homepage link when I click that, I must go back to your index.html/ Assignment1.
6. Your assignment should consist of 3 links, Part A, Part B, and Part C. On Each part, there should be links that connects the next part. Example – When I open your assignment 4, I should have 3 different links and when I click the Part A link, there should be links to Part B, Part C. You will lose points if the links won’t work.
7. PLAGIARISM DISCLAIMER -We are fully aware that many sources are available and we will check. If you copy the code and we discover that, you will receive **F for the entire homework**.
8. Acknowledgement should always be made when secondary sources are used. Failure to acknowledge sources will be penalized and any substantial plagiarism – for example, unacknowledged quotation that extends for more than a few lines, or extended close paraphrasing of a critical work – will automatically be reported to the university disciplinary board and can lead to suspension.

Part A

Create a web page that uses JavaScript to print a payroll report for a company that has a few employees, all earning the same hourly wage: \$15 per hour for up to 40 hours per week. If the employee worked more than 40 hours, the hours in excess of 40 are paid at one and a half times this rate.

The user enters the (integer) number of hours worked in the week for each employee in a pop-up box. Use an open-ended loop so that the number of employees can vary. Have the user enter a negative number such as -1 to indicate that there are no more employees to enter. (The program should do something reasonable if the user enters -1 as the first value.)

The program prints, as web page contents, a table containing three columns. The first column is simply an index that increases from 1 up to the number of employees processed. The second column is the number of hours worked, entered by the user. The third column is the employee's pay for the week. After the table, please print out a summary line giving the total pay of all the employees.

The output does not need to be fancy, but correct and readable. The table columns should have headings identifying them, and the total pay should have a suitable label.

Place the JavaScript code into an external file, referenced by the src attribute of the <script> tag.

Part B

Create a web page to play a simple guessing game. To start the game, the program picks a secret number randomly between 1 and 100. The page contains a text box in which the player enters a number, and a button labeled Guess. When the player clicks on the Guess button, the program reports whether the guess is high, low, or equal to the secret number. If it is high or low, the player is told to guess again. If it is equal to the secret number, the game ends and a new game is started, with a new secret number. Implement a clock time along with a sound and sound effects within the game play

Write the JavaScript in an external file, and must use proper event-driven style if possible. The reports to the player are to be done by modifying the content of an element (such as a paragraph or div) in the page. Do not use the **document.write** method.

Add a guess limit. If the player uses up the maximum number of guesses, the page reports that the player has lost then reports what the secret number was, and starts a new game. The number of guesses left should be reported to the player on each round. Enjoy!!!!!!

Part C

Instructions: Create a table that will store a total of 8, 10, 12 pictures that are of pairs (2 of each). Please allow user to select their choice.

All pictures should be distributed randomly for each start of game. You are given 3 levels of difficulty 3, 5, 8 seconds to memorize the locations, after then the pictures will be hidden.

Your goal is to match each of the 8 pictures with its copy, Click the two matching images to reveal them. Please wait for images to disappear, and then allow the user to make the next attempt.

Game should be timed for both solving of the puzzle show some time of java script animation award and time frame allowed which should be set at 120 seconds for 8 photos, 150 seconds for 10 photos, and 180 seconds for 12 photos.

Please provide user with guidelines on how to play game and have a ready or start button to proceed. Make the pictures/ tiles look good.

Sample layout for layout of 8 photos in pairs



Sample Output

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Click the button when ready to play or restart a new game.

READY