COMP 1073 - Winter 2021

Module Two Assignment – JavaScript Goal Tracker

In Module Two, we focused on exploring and working with the DOM, as well as browser events. Using your knowledge of JavaScript basics, the DOM, selecting elements, DOM traversal and manipulation and working with browser events, create a simple interactive weekly goal tracker that uses a few simple HTML elements, some CSS, and JavaScript.

Instructions :

1. Build a simple HTML template for the application (valid HTML and an external JavaScript file). This should include an h1 element that features the name of your Goal Tracker, an input element that allows the user to add a weekly goal and a button element to add it to the list.

2. Add an event handler that captures the value of the above <input> element and creates a new HTML element that features the text of the new goal, a <button> element to mark the goal as complete and a <button> to delete the goal.

3. For each weekly goal, build an event handler that listens for the click event on the complete goal button. When the complete goal button is clicked, the item is styled with a CSS text-decoration: line-through property, and it is moved to another list of completed items.

4. Also, include an event handler that removes the respective to-do item when a user clicks on the delete goal <button> element.

TAKE IT FURTHER

- Experiment with the Web Audio browser API and incorporate sound when the user completes or deletes a task
- Experiment with the HTML Drag and Drop browser API and integrate drag and drop functionality

Project Objectives:

- construct a variety of programming structures including variables, constants, arrays, objects, functions, conditionals, and constructors;
- manipulate DOM node element attributes, textual content, and Cascading Style Sheet (CSS) properties
- design and build a variety of user interface elements to address specific functional requirements
- test and debug scripts using validators, DOM inspectors, and error console tools;

Project Assessment:

You will be assessed on the following:

	Missing Something	Getting There	Great Work	Awesomesauce

JavaScript **(4 marks)**	Developer used JS that is not valid, properly structured, formatted and commented. Variables, object literals, arrays, functions, loops, and conditional structures that are not valid or appropriate to the functional requirements. (0 - 0.5 marks)	Developer used JS that is somewhat valid, properly structured, formatted and commented. Variables, object literals, arrays, functions, loops, and conditional structures are somewhat valid and appropriate to the functional requirements. (1 - 1.5 marks)	Developer used JS that is mostly valid, properly structured, formatted and commented. Variables, object literals, arrays, functions, loops, and conditional structures are mostly valid and appropriate to the functional requirements. (2 - 3 marks)	Developer used valid, properly structured, formatted and commented JS. The JavaScript includes properly-built variables, object literals, arrays, functions, loops, and conditional structures as appropriate to the functional requirements. (4 - 5 marks)
Functionality (5 marks)	Functional requirements have not been met. Developer was not able to manipulate DOM node element attributes, textual content, and Cascading Style Sheet (CSS) properties and design and build a variety of user interface elements to address specific functional requirements. (0 - 0.5 marks)	Some functional requirements are met. Developer was able to manipulate DOM node element attributes, textual content, and Cascading Style Sheet (CSS) properties and design and build a variety of user interface elements to address specific functional requirements with some errors. (1 - 1.5 marks)	Most functional requirements are met. Developer was able to manipulate DOM node element attributes, textual content, and Cascading Style Sheet (CSS) properties and design and build a variety of user interface elements to address specific functional requirements with few errors. (2 - 3 marks)	All functional requirements are successfully met. Developer was able to manipulate DOM node element attributes, textual content, and Cascading Style Sheet (CSS) properties and design and build a variety of user interface elements to address specific functional requirements with no errors. (4 - 5 marks)

Code Review (1 mark)	Code review not included. (0 marks)	Developer is somewhat able to explain and review code. (0.5 marks)	Developer is mostly able to explain and review code with some detail. (0.75 marks)	Developer is able to effectively and clearly explain and review code in detail. (1 mark)

Project Due Date:

Section 02(Tuesdays) - Tuesday March 16th 2020 @ 11:59pm
Section 01(Thursdays) - Thursday March 18th 2020 @ 11:59pm

Project Weight:

10% of final grade

Submission Details:

Please submit:
1.) code files in a zipped folder on Blackboard or an accessible link to your Github Repository
2.) a link to your published page (AWS, Github Pages etc.)
3.) a link to your published screencast or upload MP4 file.

!important

Please ensure that any work you submit is your own unique work. Work submitted that is found to be not your own unique will be subjected to a grade of 0 and considered to be academic misconduct.