

# JavaScript for Beginners: Assignment

*This assignment must be completed by: Monday 12:00 noon, 9<sup>th</sup> January 2006*

Your objective is to create a web site that presents an animated greetings card.

You will need to use some HTML and make some use of a graphics program, but your HTML and graphic design abilities will not form part of the assessment. That is, you can use images taken from the web, and you will not be penalised for poor HTML (unless it breaks your JavaScript!) or poor graphic design.

Create a directory: (Your Name) JavaScript Assignment  
Place all the files you use in this directory.

The criteria for your web page are as follows:

- ◆ Your page should present a greetings card, e.g. a birthday card.
- ◆ Your card must include at least one dynamic image in it. That is, an image whose appearance changes in response to mouse-in and mouse-out events. You may, of course, include several dynamic images if you like.
  - ◆ This image should change its appearance (i.e. its source file). [10 marks]
  - ◆ This image should also change its position (i.e. its `left` and `top` coordinates). [10 marks]
- ◆ For extra marks, use a function and a counter to make the image cycle through several changes, creating a longer animation. [10 marks]
- ◆ Your web page must contain an HTML form to accept feedback from the recipient. This form should collect their email address and a comment.
  - ◆ In this form, both email and the comment should be required. That is, there should be a check on form submission to see that these have been set. [10 marks]
  - ◆ You may also wish to verify that the email is of an appropriate nature (e.g. is of the form `...@...`). [10 marks]
  - ◆ Any errors in the form should be brought to the visitor's attention, and should prevent the form being submitted. [10 marks]
  - ◆ You should have the form email its contents to you. You can do this by setting the form's `action` and `enctype` properties. For example:  
`<form action="mailto:daniel.winterstein@gmail.com" enctype="text/plain" >`
  - ◆ For extra credit, the form should store the submitted details in the visitor's browser and display them appropriately when the page is reloaded in that browser. [10 marks]
  - ◆ Why can't the page also display other people's comments? Include a brief answer in your comments. [10 marks]
- ◆ You should use sensible and informative names for variables and functions. [10 marks]
- ◆ Your JavaScript should also include comments describing the purpose of each section of code. These comments should allow another programmer to understand your code at a glance. [10 marks]

You should test your page to make sure that as much of it works as possible. Beware that one bad bit of code can break other, perfectly good, code! It's best to add functionality one piece at a time, and test each thing you add.

If you cannot get everything to work, don't panic. Comment out the sections that don't work (with a note as to what goes wrong). That way you will get all the marks for the sections that do work, plus some of the marks for the broken sections.

To submit your assessment:

1. Create a .zip archive of your directory using a program such as WinZip (<http://www.winzip.com/>) or 7-Zip (<http://www.7-zip.org/>).
2. Email this archive to the course tutor at [daniel.winterstein@gmail.com](mailto:daniel.winterstein@gmail.com)

Please note that all JavaScript elements **must** be your own 'handwritten' code. The use of snippets from a website or any "visual" editor (such as Macromedia Dreamweaver) for the creation of assessable code is *expressly forbidden and will result in a failed assessment*.