

CMSI 370

INTERACTION DESIGN

Fall 2008

Assignment 1002

For this assignment, we practice “transference” to a different user interface library: XHTML, CSS, and (possibly) JavaScript. Same task as before (user interface facsimiles), different technology.

Not for Submission

By September 30

Create and commit stubs for your facsimiles — even if it’s just the standard XHTML “starter stub” and an empty CSS file. As before, this will allow you to ask questions on September 30 regarding XHTML/CSS/JavaScript issues that you might have encountered. It is hoped that you now see the significant benefits that come from having done some work in advance.

By October 2

Read Chapter 5 of the draft JavaScript booklet written by Toal and Dionisio (access instructions given in class on September 25).

For Submission

Reimplement/adapt your Swing user interface facsimiles for Google SketchUp and Second Life in XHTML/CSS/JavaScript. Take note of major changes, compromises, or improvements that may be triggered due to the change in technology, and report these items in a separate XHTML file called *changelog.html*. The facsimiles themselves should each be stored in files called *index.html*.

All of your files should validate according to the tools in the W3C Markup Validation Service at <http://validator.w3.org>.

How to Turn it In

1. Commit/work on your SketchUp facsimile under *homework/cmsi370/websimiles/sketchup*.
2. Commit/work on your Second Life facsimile under *homework/cmsi370/websimiles/secondlife*.
3. “Publish” the final versions of your facsimiles, including *changelog.html*, on your Keck lab-provided home pages, under *public_html/sketchup/* and *public_html/secondlife/*.
4. This is how I will retrieve and run your work:
 - Visit the published versions of your facsimiles at <http://www.cs.lmu.edu/~username>
 - Have W3C validate the *changelog.html* files
 - Have W3C validate the *index.html* files
 - Have W3C validate all other related files
 - Checkout each directory from CVS
 - Make comments/mark up the CVS copies of your files