

CMSI 270-01

MODERN WEB APPS

Fall 2011

Agenda 1025

I'd like to spend this week giving everyone some quality practice time with the combination of HTML, CSS, and JavaScript/jQuery — letting the material “seep in” more deeply, as it were.

Burning Questions

- Congratulations to those who have gotten the jump early by completing the hack-a-page portion of Assignment 1101.
- Two more chances to get your burning questions for Assignment 1101 answered!

Interactive Web Page Exercise

- We will put together an interactive web page from scratch, in groups of up to four.
- We'll identify volunteers who have a laptop and an Internet connection that allows them to do work on *http://jsfiddle.net*.
- We'll give those volunteers playing cards of different ranks, then distribute the remaining cards at random to form the groups.
- Suggestion: do the HTML first. Then the interactive code. *Then* the CSS to pretty things up. Make sure to turn on jQuery from the *Choose Framework* drop-down on the sidebar.
- I'll walk around as a resource for any group that needs help.
- Groups should save their work send their *jsfiddle.net* URLs to me when ready.
- The web page is a hypothetical account sign-up sheet, for some web app of your imagining. At a minimum, this page should request:
 - ❖ A username
 - ❖ A password, with “please retype to confirm” functionality (i.e., the web page verifies that the entered passwords are indeed the same)
 - ❖ Radio buttons for gender
 - ❖ A checkbox for whether or not the prospective user would like to receive “promotional messages that might be of interest” (or something like that)
 - ❖ If you have time, anything else you might like beyond this (suggestion: try to use other user interface elements like `select + option`, `textarea`, or `input` of different types)
- Provide *Cancel* and *Submit* buttons.
 - ❖ The *Cancel* button should display a confirmation dialog; if the user confirms, then the user is brought to some other web site (save your work first before doing this!). Otherwise, the dialog goes away and the user returns to the sign up sheet.
 - ❖ The *Submit* button should display, somewhere on the page, a message indicating the information that the user entered, *except for the password*. (e.g., “Your suggested username is _____, you are [male, female], you would like to receive promotional messages...” etc.)
- Explore! Experiment! Enjoy! Be Edified and Educated by this Exercise. :)