CMSI 270-01

MODERN WEB APPS

Fall 2011

Assignment 1101

You've had fair warning that this was coming, so now it's here — practice with web-page-as-freeform-canvas, as opposed to a document. Plus, a prelude exercise to strengthen your use of web developer tools.

Outcomes

This assignment will affect your proficiency measures for outcomes *1a*, *1c*, *1d*, *1h*, *1i*, *1j*, *2a*, *2b*, *2c*, *2d*, *2e*, *2f*, *2g*, *2h*, *3a*, *3b*, *3c*, *3e*, and *3f*. While this is a brand new web page, the knowledge from your "About Me" work should transfer just fine to here, and so you can build on those prior proficiencies while also demonstrating new ones (underlined).

Not for Submission

From Now Until the Due Date

Do not, under any circumstances, procrastinate until the last minute. You're being given three weeks *with good reason!* Start working on hack-a-page and the "living diagram" little by little but *right away*, then do the commentary last. Ideally, chip away at this a little at a time. Chipping away will also allow you to *ask me questions* if you get stuck. Believe me, you *will* want to ask questions!

For Submission

Hack-a-Page

This task is expressly meant to exercise outcomes *1h*, *1i*, *1j*, and *2g*. Choose 3 "public" web pages and use your web browser's developer tools to "hack" them (as shown in class). At a minimum, do these:

- Changes in text content
- Changes in style/presentation
- Changes in `img` elements

Document your "hacks" by taking a screenshot *before* you touch the pages, then taking a screenshot *after* your "hack," with the developer tools on display (and showing something that you changed).

Remember that these kinds of "hacks" happen exclusively in your web browser, and are quite harmless and fleeting — so have some fun **:)**

A "Living Diagram"

Implement a "live" version of the web request-response cycle diagram that was handed out early in the course (and is still available from the course web site).

This is your opportunity to demonstrate your understanding of how web browsers, web servers, and other technologies come together to give us the modern Web experience. Take note that the requested information (*2a–2d*; *2f*) *goes beyond what is in the original diagram* — so plan accordingly.

Be creative: use absolute positioning, animations, transitions, visibility, pseudoclasses, and other techniques to make this technical information "come to life."

Continue Your Commentary

Supply an additional web page that contains commentary on these tasks. You have seen a lot of HTML and CSS at this point, and this assignment will really exercise this. Talk about:

- **Strengths** — Where do you excel, in your opinion, among these technologies and techniques?
- **Weaknesses** — Where do you need the most help, in your opinion, among these technologies and techniques?
- **Plan** — What do you intend to do to (a) reinforce your strengths and (b) address your weaknesses? In what ways can I help?

How to Turn It In

- Submit your 3 pairs of "hack-a-page" before and after screenshots by e-mail.
- Upload your "show off what you know" live diagram to your account on *my.cs.lmu.edu*. After this assignment you'll have three distinct sections now: "About Me," this "living diagram," and your commentaries/reflection. Organize your site so that things are easy to find or reach. (This demonstrates *2h*, obviously, and also exercises *3a*.)