

KHBJ - JQ Web

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FILE	11982_KAI_HAKKEEM_BENTLEY_-_JENNINGS_KHBJ_-_JQ_WEB_302981_793139244.DOCX (405.21K)		
TIME SUBMITTED	11-JAN-2021 02:50PM (UTC+0000)	WORD COUNT	1077
SUBMISSION ID	141603711	CHARACTER COUNT	5194

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JAVASCRIPT / JQUERY- ENABLED WEBSITE

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3 Introduction

This report accompanying the code for the first assignment of this module will go over Javascript code that has been included for use in the website constructed, and why it was created to serve its purpose. There are three noteworthy scripts used for the website, as the other two are for using JQuery assets. The website was built as an 'imitation' of sorts to a returning game franchise, as the genre of 'Side Scrolling Shooters' is a hobby of the author of this document. The provided website is a more 'chaotic' look as there were some unforeseen circumstances.

A disclaimer for using the website, it appears that when moving across HTMLs the page does not load correctly due to a possible .css error. The page can be rectified by refreshing, however it's easy to understand why that is hardly desirable for what is asked. This has also led to the index looking grim, especially the navbar due to severe errors and resorting to a blank slate .css file as its style sheet.

A final note, one of the javascripts will be included in the reference list. This is due to not being able to find a satisfactory explanation to understand the code for the task performed on the index page. However as something similar was present on the official site, it was a priority of sorts.

4 Main Body

4.1 Javascript Components

The first on the agenda of javascript components, the simplest of the more 'pronounced' .js files is the script for the quiz on the website.

```
1 function check() //Runs once the submit button has been clicked
2 {
3     var tally = 0 //tally of how many questions are correct
4
5     var q1 = document.quiz.q1.value; //checks specific question
6     if (q1 == "wise") { tally++ } //if it's right, tally goes up by one
7
8     var q2 = document.quiz.q2.value;
9     if (q2 == "dom") { tally++ }
10
11    var q3 = document.quiz.q3.value;
12    if (q3 == "spring") { tally++ }
13
14    var q4 = document.quiz.q4.value;
15    if (q4 == "bydo") { tally++ }
16
17    var q5 = document.quiz.q5.value;
18    if (q5 == "87") { tally++ }
19
20    var q6 = document.quiz.q6.value;
21    if (q6 == "16") { tally++ }
22
23    var q7 = document.quiz.q7.value;
24    if (q7 == "101") { tally++ }
25
26
27    totalmarks = document.getElementById("message")
28    totalmarks.innerHTML = "You got " + tally + " out of 7" //displays amount user got correct
29
30    congratmarks = document.getElementById("hiddenmessage") //if you get them all right
31
32    if (tally == 7) {congratmarks.innerHTML = "Congratulations on getting all of them right!"}
33 }
```

Figure 1: Quiz.js script

Pictured above is the script for quiz.html. It is a short 7 question quiz which compares against the value chosen on the page and increases the score depending on how many the player gets right. Near the bottom also has an extra message should a player get each correct answer. The possible choices appear as radio buttons to select.

For the index page, there are the other two noteworthy scripts. typewriter.js located near the top of the page, whilst at the bottom is a countdown timer. First the countdown will be mentioned.

Title of assignment

```
1 $(pageready)
2
3 function pageready()
4 {
5     // Set date of release
6     var GameReleaseDate = new Date("June 21, 2021 12:00:00").getTime();
7
8     // Update every second
9     var time = setInterval(function ()
10     {
11
12         //Checks current date
13         var CurrentDate = new Date().getTime();
14
15         var distance = GameReleaseDate - CurrentDate;
16
17         // Time calculations for days, hours, minutes and seconds
18         var days = Math.floor(distance / (1000 * 60 * 60 * 24));
19         var hours = Math.floor((distance % (1000 * 60 * 60 * 24)) / (1000 * 60 * 60));
20         var minutes = Math.floor((distance % (1000 * 60 * 60)) / (1000 * 60));
21         var seconds = Math.floor((distance % (1000 * 60)) / 1000);
22
23         // Replace text for element
24         document.getElementById("releasedate").innerHTML = days + "d " + hours + "h "
25         + minutes + "m " + seconds + "s ";
26
27         // When counter is 0
28         if (distance <= 0) {
29             clearInterval(time);
30             document.getElementById("releasedate").innerHTML = "Released";
31         }
32     }, 1000);
33 }
```

Figure 2: SpringCountdown.js Script

Above is the annotated code for the countdown timer. The timer on the index page ticks down from a hundred odd days at the time of this writing, to mark the eventual release of the game. It continual updates each second, and when the time has expired will display a message instead.

The final noteworthy script is the typewriter, which was difficult to understand the logic behind it.

Title of assignment

```
1 $(pageready)
2
3 //Source of the code: https://stackoverflow.com/questions/22180457/typewriter-effect-for-html-with-javascript
4
5 //I have been trying to figure out how to understand what any of this means, looking at various youtube
6 //videos and a few forum posts, but unfortunately none are explained or annotated in a way for me to
7 //replicate
8
9 //It was just too good to pass up on
10
11 function pageready()
12 {
13     var str = "<h1>UPGRADE. EVOLVE. DESTROY.</h1>",
14         i = 0,
15         isTag,
16         text;
17
18     (function type() {
19         text = str.slice(0, ++i);
20         if (text === str) return;
21
22         document.getElementById('typewriter').innerHTML = text;
23
24         var char = text.slice(-1);
25         if (char === '<') isTag = true;
26         if (char === '>') isTag = false;
27
28         if (isTag) return type();
29         setTimeout(type, 80);
30     })();
31 }
```

Figure 3: Typewriter.js script

The final script worth mentioning is the typewriter [1]. Although it does a simple task, unfortunately for the author it was not easy to grasp. The following code is taken from a 6-year-old post creating a simplistic typewriter. The original poster of the thread had requested for something similar, and although the '[duplicate]' link also leads to a solution it was more complicated than the script showcased here. The link to the code has been included and is present in the best-chosen answer for the original post. Not much explanation seen here either.

4.2 Methodology

The Quiz

The reasoning behind the quiz was because it is simple to cook up in javascript, and not as complicated compared to the rest of the noteworthy scripts. A simple approach of assigning a 'q#' name to each question and shortened versions of the full answer for the value saves a bit of time. The script checks each question once the submit button is pressed and adds one to the starting tally of zero. It will then display the amount correct as part of a getElementById through a div tag. To show recognition for getting all correct, there is an extra line that checks to see if the tally is equal to 7 (the total amount of questions). This is also displayed through another div tag.

The Countdown

The countdown is set to end at 12pm on the 21st of June 2021. This date is considered the end of spring, and the game in question is set to release sometime during Spring. With no 100% accurate date to use, it was best to settle for the end of Spring. This was done by taking the current time, setting the release date, and then subtracting the current date from the release date. This gives the estimated time until June 21st. By also calculating the correct time in each set of time, the clock is now able to countdown as it continually updates each second. Once the set release date is reached, the timer will disappear and be replaced with text.

The Typewriter

Getting a typewriter setup for the index page was more complicated than anticipated. After searching through many videos and forum posts there was a lack of explanation on how it functioned from the code assigned. Most videos only showed its viewers how to make one, but without any annotation or explanation it was merely a source to mindlessly copy. Although the script has been taken and not crafted by self, the lack of material present when searching played its hand. However, it's a nice little addition to a very, very rough looking index.

Rollover Images

A small mention to make on the 'museum' page, the images transform when hovering your cursor over them. They are both shrunk to 300px, as the difference in size normally is astronomical. Proceeding to save the higher res image will save it as its original 1200 by 1200px size.

4.3 Annotated Coding of Importance

To end off the main body, here are a couple of screenshots on a few disclaimers on the content of the pages.

```
<title>R-Type Final Wiki | Home</title>

<link rel="stylesheet" href="css/styles.css" />

<!-- READ THIS FIRST -->
<!-- I've just found out a glaring error with going to different htmls -->
<!-- Turns out the whole page just doesn't load correctly if you jump from one page to another -->
<!-- UNLESS -->
<!-- You refresh the page -->
<!-- The only reason I can think of why it does this is because all but the homepage load TWO CSS files -->
<!-- I've stated on those pages that I was afraid to see what would happen if I removed them because I got greedy with the features. -->
<!-- It's probably still going to be this way when it is submitted -->
<!-- Just a word of warning that it doesn't work as I intended... -->
```

Figure 4: Index Commented Disclaimer

Title of assignment

```
<script src="jquery/jquery.mobile-1.4.5/jquery.mobile-1.4.5.js"></script>
<link rel="stylesheet" href="jquery/jquery.mobile-1.4.5/jquery.mobile-1.4.5.css" />
<link rel="stylesheet" href="jquery/jquery-ui-1.12.1/jquery-ui.css" />
<!-- I might have made a grave mistake with using two stylesheets and I'm too afraid to see what
      happens if I remove one of them -->
<!-- I just wanted the folder/accordions to work with the other jquery features -->

<script src="WikiScript/foldertab.js"></script>

head>
body>

<div data-role="page" id="en">
  <div data-role="header">
    <!-- Clicking image takes you back to index, but no hand icon when mouse over -->
    

    <!-- Buttons Change Language -->
    <div data-role="controlgroup" data-type="horizontal">

      <!-- Tried moving to right, they both stacked on each other -->
      <a href="museum.html" class="ui-btn ui-btn-b" data-transition="fade">En</a>
      <a href="museumja.html" class="ui-btn ui-btn-b" data-transition="fade">Ja</a>
      <!-- For whatever reason the 'Ja' button when I want it to lead to a #page on this html,
            the folder/accordion breaks and doesn't load properly. Everything else seems fine except
            the main chunk of the page and I don't understand why -->

      <!-- For now it just does nothing, kind of ashamed really -->
      <!-- I also deleted the #ja page code because it doesn't work -->

    </div>
  </div>

  <div data-role="controlgroup" data-type="horizontal">
    <a href="index.html" class="ui-btn ui-btn-b">Home</a> <!-- This decides to corrupt the index
          css, either click the logo on the top right on any page to return home or refresh the home
          page -->
    <a href="museum.html" class="ui-btn ui-btn-b" data-transition="fade">Museum</a>
  </div>
</div>
```

Figure 5: Museum Commented Disclaimer

5 Conclusion

In conclusion, some scripts have been created to serve a purpose on the website, however the state of the website itself could be in much better condition. Dysfunctional .css errors do not make the situation any better.

6 References

- [1] T. Lin, "Stackoverflow.com," [Online]. Available:
<https://stackoverflow.com/questions/22180457/typewriter-effect-for-html-with-javascript>.
[Accessed 11 01 2021].

FINAL GRADE

62/100

GENERAL COMMENTS

Instructor

WEBSITE

Range of Javascript code demonstrated Quiz is quite reasonable, but it would be nice if you could mark which ones were right/wrong rather than just give a score out of 7 (so user can learn from their mistakes/have another go! Countdown is OK. I'm not sure about the Typewriter, as you say it is not your original code so I will ignore it. Rollover images working good and you have preloaded. Some use of jQuery UI, but not much jQuery content. Overall you have implemented the raw javascript well, although it is not overly complex. More jQuery content needed. 37/60 -

Overall integration of website Not bad - the navigation is a bit confusing at times as it's in a different style on the home page than the rest of the pages. I wasn't entirely sure from the homepage what website was about to be honest! - but the FAQ section confirms it's a game! 6/10 -

REPORT

Analysis of technical development - You've said a fair bit about what you did, but not necessarily why you did it that way or whether you think it's efficient. For example, the quiz answers could have been stored in an array for efficiency. Another example, "The date ticks down" but how did you achieve this? Technically, you accessed the Date() objects and updated it with a timer - I think you know this, but you haven't given a technical explanation. I think you've been a bit hard on yourself in the conclusion! 8.5/15

Annotated code listing - Generally good, although you could do with a bit more detail 10/15

Overall, a reasonable attempt, but beef up the jQuery content for a better mark.

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