

San José State University
Department of Computer Engineering

CMPE 280

Section 4

Web UI Design and Development

Fall 2017

Instructor: Ron Mak

Assignment #2

Assigned: Thursday, September 7

Due: Friday, September 15 at 11:59 pm

Team assignment, 100 points max

Prototype

Create a prototype (mock-up) for a key use case of your web application. (It doesn't have to be a use case that you described in your Functional Specification.) The prototype should include both client-side and server-side programming.

The purpose of a prototype is to show your customers what the future application might look like, and to prod them to give you new requirements or to update (or delete) existing ones.

Client side

Use HTML, CSS, and JavaScript on the client side. Your prototype must have:

- Text, images, and at least one form.
- Layout and format with CSS.
- User input validation with JavaScript and/or CSS.

Server side

Use node.js and Express on the server side:

- Process form data and dynamically generate response pages.
- No database is required for this assignment. You can hard-code data on the server side to make your prototype work.

What to turn in

There should be one submission per team. If there are multiple files, create a single zip file containing the files, and name the zip file after your team.

Include any necessary instructions to run your prototype, such as port numbers and any login usernames and passwords.

Submit to Canvas: **Assignment #2**

Rubric

Your prototype will be graded according to these criteria:

Criteria	Max points
• Well-written HTML code.	• 20
• Well-written CSS code.	• 20
• Well-written client-side JavaScript code (works correctly, easy to understand, good comments and choice of names).	• 20
• Good input validation with JavaScript and/or CSS.	• 20
• Well-written server-side node.js and Express code (works correctly, easy to understand, good comments and choice of names).	• 20