

San José State University
Department of Computer Engineering

CMPE 280
Web UI Design and Development
Spring 2020
Instructor: Ron Mak

Assignment #3

Assigned: Tuesday, February 18
Due: Wednesday, February 26 at 11:59 pm
Team assignment, 100 points max

JavaScript and HTML Canvas

Improve your prototype from Assignment #2 (or create a new one) that uses:

- User authentication with sessions and cookies.
- Server-side page generation.
- User input validation with JavaScript and/or CSS.
- User interactivity with JavaScript in the browser.
- HTML 5 canvas drawing and animation. Use your imagination!

Make any necessary changes to your server-side code to support your client-side components. However, this assignment is primarily about the client side, where the input validation, user interaction, canvas drawing, and animation should take place.

Note: You must provide **original code that you wrote**, not simply code from a package such as bootstrap.js. (You can use a package as long as you also have original code.) Drawing and animation for this assignment does not mean that you must have those features in your final project.

What to turn in

There should be one submission per team. Create a single zip file containing all the source files of your project, but do **not** include the `node_modules` directory. Name the zip file after your team, for example, **SuperCoders.zip**. The ISA will attempt to run each prototype, so make sure you can easily run yours from the command line.

Submit to Canvas: **Assignment #3. JavaScript and HTML Canvas**

Rubric

Your prototype will be graded according to these criteria:

Criteria	Max points
• User authentication with sessions and cookies.	• 20
• Server-side page generation.	• 20
• User input validation with JavaScript and/or CSS in the browser.	• 20
• User interactivity using JavaScript in the browser.	• 20
• HTML 5 canvas drawing and animation.	• 20