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Senior Projects

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Journal 1

GOALS

- Finalize website style
- Add bibliography, goals, and journals pages to the website
- Finalize website script
- Register custom domain for website
- Complete Java lessons on exceptions and iterators from AP curriculum
- Complete Java lesson on <u>sets</u> from AP curriculum
- Complete Java lesson on <u>maps</u> from AP curriculum

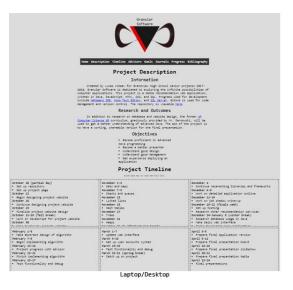
RESEARCH

These weeks were mainly focused on improving my project website to look and act somewhat professional, although near the end I began to explore the AP Computer Science AB curriculum. To accomplish this, the brunt of my research was focused on refreshing and expanding my knowledge of Cascading Style Sheets (CSS) and JavaScript (JS).

Cascading Style Sheets. Used as the main language used for styling websites, it is imperative for web developers to become comfortable with CSS. The language is structured using selectors and

declarations. Selectors can target elements of a single type, like imq; specified element classes, like .box; unique element ID's, like #tip; pseudo-classes that represent a certain state of an element, like: hover; pseudo-elements that represent a generic relationship to another element, like ::after; or elements with a certain attribute, like [src] ("CSS Selector Reference"). As I recall from my previous CSS experience, declarations take the form of a property, like display, and a value, like block, separated by a colon. Declarations are put into blocks under a selector, with each declaration terminated by a semicolon. The name "cascading" comes from the fact that styles cascade, or overwrite each other. One way that this is accomplished is based on location: a ul block placed after another ul block will cascade over the first, but only for shared properties (styles don't get thrown away). Styles also cascade based on specificity: a ul.box element is more specific than a ul element, and as such, the ul.box styles will cascade over ul styles. Another important feature of CSS I learned is media queries. A media query is its own block, defined by @media, with one or more conditions, such as (max-width: 768px), or screen, separated by and ("CSS3 Media Queries"). I used media queries to target tablets and phones, and applied specific styling to improve the appearance

on those
smaller
screen sizes,
as illustrated
in this
example:







Google Chrome and other major browsers feature a "responsive design" mode that allows web developers to ensure their pages look good on all form factors. CSS is also capable of animating elements, which is a topic I would like to cover in future research.

JavaScript. Similar to CSS, JS is the main language used for the functionality of websites, and is equally important for web developers to understand. JS is capable of controlling nearly anything on a webpage, but due to security reasons, it cannot manipulate embedded content from other websites. JavaScript functionality can be extended using any number of libraries and frameworks; however, for now, I'm focusing on vanilla JavaScript, so I can get used to the basics. The main piece of information I had to learn about was JavaScript events. Events are triggered by specific actions that happen on the web page, and once an event is triggered, it performs any functions specified in the code ("Introduction to Events"). On my website, I used the onclick event to handle the selection and deselection of list elements in my timeline. I also used the onload event to set the class of links as either internal (on the same domain) or external (not on the same domain), which allowed them to be styled properly without having to specify the class for all links. The function also sets the appropriate target attribute for external links, to make them open up in a new tab. JS is capable of much more, and if I learn advanced topics as a part of future research, it could be very powerful for client-side functionality, in conjunction with Java (actually unrelated to JavaScript), which provides server-side functionality.

Java. At the time of the writing this journal, I've only completed research on exceptions and iterators, which is mostly review for me. Exceptions are, put simply, errors in the code that arise because of improper logic. If the programmer knows an exception could possibly occur, it is handled by try, catch, and finally. The try block includes the code that may result in an exception, such as int z = x / y; where y could be zero because of user input, which throws an ArithmeticException because the code attempts to divide by zero. This is handled by catch (Arithmetic Exception e) with accompanying code which notifies the user that he attempted bad math. The finally block specifies code that should be run regardless of whether the try fails or not. Iterators are objects which implement the Iterable interface (provides the layout of what classes which implement it must handle). An iterator is simply something that can be traversed; iterators in Java provide methods for accessing the next and previous elements, as well as adding, removing, and setting elements. The methods add, set, and remove affect the last accessed index by the next or previous methods. Going into the next week, I'll cover more advanced Java concepts, including sets, maps, stacks, and queues.

ACCOMPLISHMENTS

• Working CSS for the project website

```
/*select all heading elements as well as the header and footer sections*/
h1, h2, h3, h4, h5, h6, header, footer {
    color: black;
    text-align: center;
    margin: 10px;
}
...
/*selects all elements with the class name "box-container"*/
.box-container {
    height: auto;
    display: flex; /*all elements inside the container will be flex elements (they can dynamically adjust)*/
    flex-flow: row wrap; /*flex elements will wrap along rows*/
    align-items: flex-start; /*flex elements will start from the top left of the container*/
    align-content: space-between; /*flex elements will be aligned using the available space between them*/
}
...
/*selects the only element on the page with the id "top" (this is the logo image)*/
#top {width: 25%} /*25% of the available viewport (page) width*/
```

• Working JavaScript for the project website

```
var prev = undefined; // initialize reference to the previous element accessed
document.body.onclick = ev => { // every click event executes a function that is passed a reference to the event itself
var tar = ev.target; // this is the element that is clicked on
if (prev !== undefined && prev !== null) { // if this is not the first click on the page
 if (prev.parentElement.className === "box") resetBox(prev.parentElement); // previous element is in a box
 else if (prev.className === "box") resetBox(prev); // previous element is a box
if (tar.parentElement.className === "box") selectBox(tar.parentElement); // clicked element is in a box
else if (tar.className === "box") selectBox(tar); // clicked element is a box
prev = tar; // set previous element
// these functions are used to modify CSS
function selectBox(elem) {
elem.style.overflow = "auto"; // shows a scrollbar if needed
elem.style.border = "3px solid gray"; // gives user visual feedback
function resetBox(elem) { // returns element to its original state
elem.style.overflow = "hidden";
elem.style.border = "3px dashed gray";
```

REFLECTION

I've ended up spending more time working on my project website than I originally planned for. However, this is not problematic, as the web development knowledge gained from spending time on the project website can be used later on when I'm designing the web application itself. My first five goals have been completed; I have a stylesheet, script, and custom domain, as well as all of the necessary pages set up for my website; I've completed the first unit of the AP Computer Science AB curriculum. This still puts me roughly two days behind on my timeline, but at the very least, I'm confident nothing major will have to be pushed back.

Works Cited

"CSS Selector Reference." W3Schools, W3C, www.w3schools.com/cssref/css_selectors.asp.

"CSS3 Media Queries." W3Schools, W3C, www.w3schools.com/css/css3_mediaqueries.asp.

"Introduction to Events." *Mozilla Developer Network*, Mozilla, 13 Oct. 2017, developer.mozilla.org/en-US/docs/Learn/JavaScript/Building blocks/Events.

Jang, Peter. "Modern JavaScript Explained For Dinosaurs – Peter Jang – Medium." *Medium*, Medium, 18 Oct. 2017,

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