Homework 1: HTML and Version Control

For this homework, you create a simple webpage and practice using the basic version control features of Subversion (svn).

You will do this homework as a team; however, each member of your team will be responsible for the completion of a particular task.

Step 1. Checkout a project skeleton

Rather than starting from scratch, you're going to start off with a project skeleton. Each team member must perform this step, so that each has a working copy of the project.

To get a copy of your skeleton, repeat Step 5 (checkout the example web app) from Homework 0 with the following modifications:

- **URL:** https://utopia.cs.memphis.edu/course/comp7012-2013spring/teams/*YOUR_TEAM* Where you should replace *YOUR_TEAM* with your teams name (all lowercase; e.g., "falcon"). To test whether you have the correct URL, try entering it into a web browser.
- Fill in the **User** and **Password** fields with login information you emailed me for Homework 0.
- Checkout the **trunk** subfolder of **Homework1**, and name the project **Homework1**.

This time around, you can commit changes you make to the code into the repository. Do so by right-clicking on the project in the **Project Explorer**, and clicking **Team → Commit**. A dialog will pop up that shows you what files are being added/removed/updated and that allows you to enter a log message describing what changes you made.

Step 2. Create a web page

Each team member must choose one the web pages in the Tasks section (below) to reverse engineer. All team members must do a different task. If your team has only 5 members, then ignore Task 6.

Each team member must create an HTML5 file in the **WebContent/** directory, and name the file **task*X*.html** such that *X* is the number of the task (e.g., **task2.html** for Task 2).

The HTML file you create must look identical to the picture. (Google Chrome is the browser in the screenshots.) Note that your page should use only basic HTML (no CSS, no JavaScript). Be careful not to miss any of formatting details (e.g., italicized text). Each page inclues a PNG image, which you can find in the **WebContent/images/** directory. Do not move or modify these images.

Hint: I expect that your page will include heading, paragraph, image, hyperlink, and list (among other) formatting elements.

Hint: Don't forget about the page title that appears in the browser tab.

Step 3. Submit (by tagging) your <u>team's</u> submission

Attention! Before performing this step, you <u>must</u> make sure that all team members have committed their edits to the **trunk** in the repository.

Only one team member (the leader) performs the following.

First, you must fill out the **README.txt** file in your project's **trunk**. The file should list which team member performed each task (one team member per task).

To submit work in this course, you must tag it. Then, I will checkout the revision that you tagged and grade it. By tagging, you tell me that you are done, and this is the version you want me to grade.

The tag you must use for this homework is **hw1** (case sensitive, no spaces).

To tag the current revision of your trunk as **hw1**, do as follows:

1. Go to the **SVN Repository Exploring** perspective in Eclipse.
2. In the **SVN Repositories** view, find the **trunk** folder that you want to tag.
3. Right-click on the **trunk** folder, and click **Show History**. This should open the **History** view with a table listing the past commits to the **trunk**.
4. In the History table, right-click the newest revision (i.e., the one with the greatest revision number), and click **Tag from…** This should open a **Create Tag** dialog.
5. Enter **hw1** into the **Tag** field and optionally enter a log comment, then click **OK**. This should create the tag!

To verify that tagging was successful, open the following URL in a web browser (replacing *YOUR_TEAM* with the appropriate name):

https://utopia.cs.memphis.edu/course/comp7012-2013spring/teams/*YOUR_TEAM*/Homework1/tags/

You should see an **hw1** folder, and within that folder should be **src** and **WebContent** folders along with the **README.txt** file. Everyone's HTML files should be in the **WebContent** folder.

The Tasks

Task 1

Make the link to: http://en.wikipedia.org/wiki/William_Morrow_%28publisher%29

Task 2

For years, I was in denial about my public speaking fears. After seeing me speak, when people asked whether I get nervous, I always did the stupid machismo thing. I'd smirk, as if to say, "Who me? Only mere mortals get nervous." At some level, I'd always known my answer was bullshit, but I didn't know the science, nor had I studied what others had to say.

It turns out there are consistent reports from famous public figures confirming that, despite their talents and success, *their brains have the same wiring as ours*:
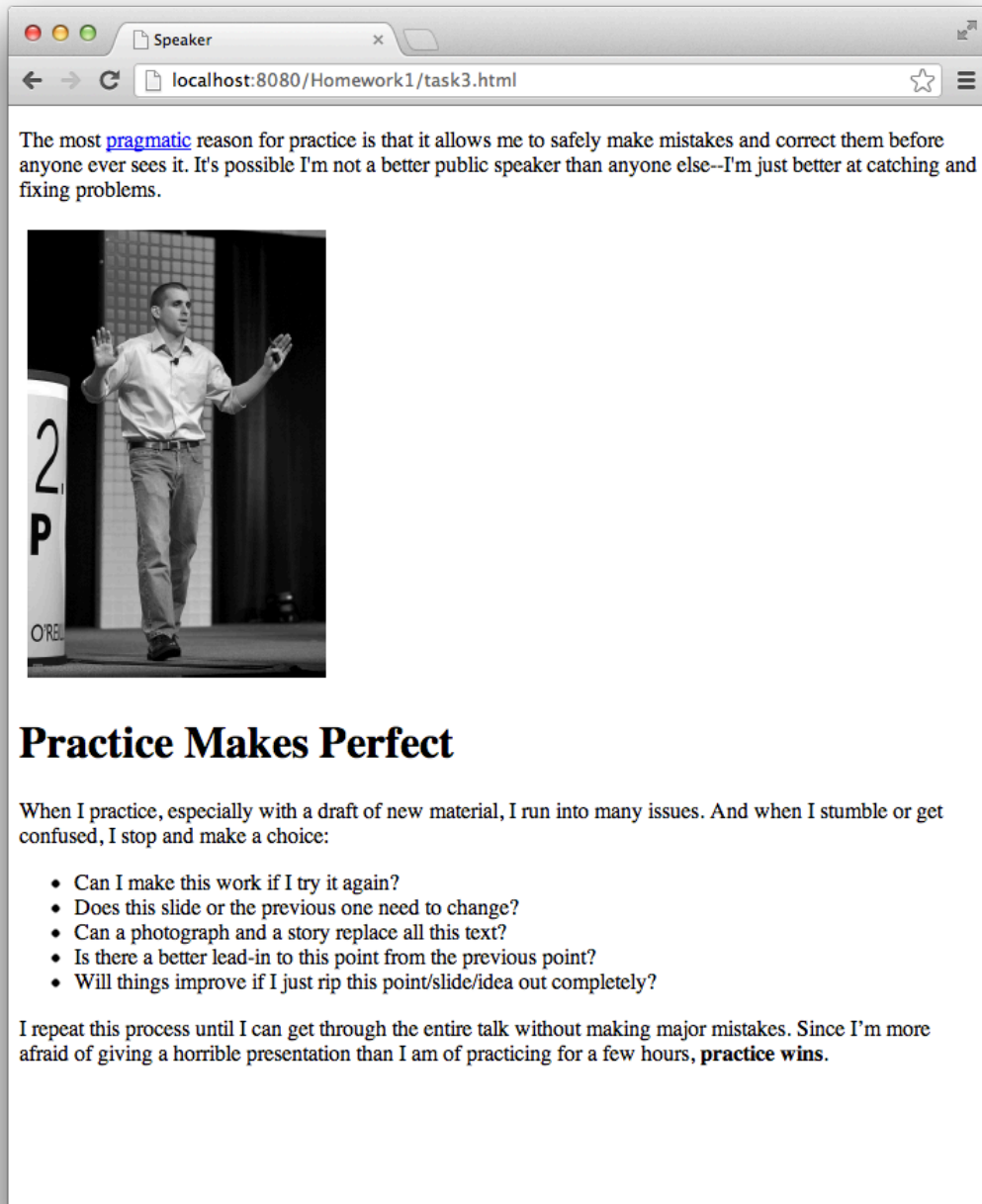
- [Mark Twain](http://en.wikipedia.org/wiki/Mark_Twain), who made most of his income from speaking, not writing, said, "There are two types of speakers: those that are nervous and those that are liars."
- Elvis Presley said, "I've never gotten over what they call stage fright. I go through it every show."
- Thomas Jefferson was so afraid of public speaking that he had someone else read the State of the Union address (George Washington didn't like speaking either).3
- Bono, of U2, claims to get nervous the morning of every one of the thousands of shows he's performed.
- Winston Churchill, John F. Kennedy, Margaret Thatcher, Barbara Walters, Johnny Carson, Barbra Streisand, and Ian Holm have all reported fears of public communication.4
- Aristotle, Isaac Newton, Charles Darwin, Winston Churchill, John Updike, Jack Welch, and James Earl Jones all had stutters and were nervous speakers at one time in their lives
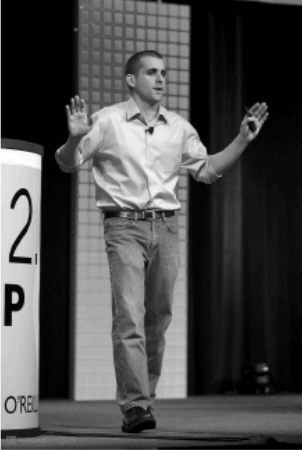
When you see the left, your brain sees the right.

Make the link to: http://en.wikipedia.org/wiki/Mark_Twain

Task 3

The most pragmatic reason for practice is that it allows me to safely make mistakes and correct them before anyone ever sees it. It's possible I'm not a better public speaker than anyone else--I'm just better at catching and fixing problems.
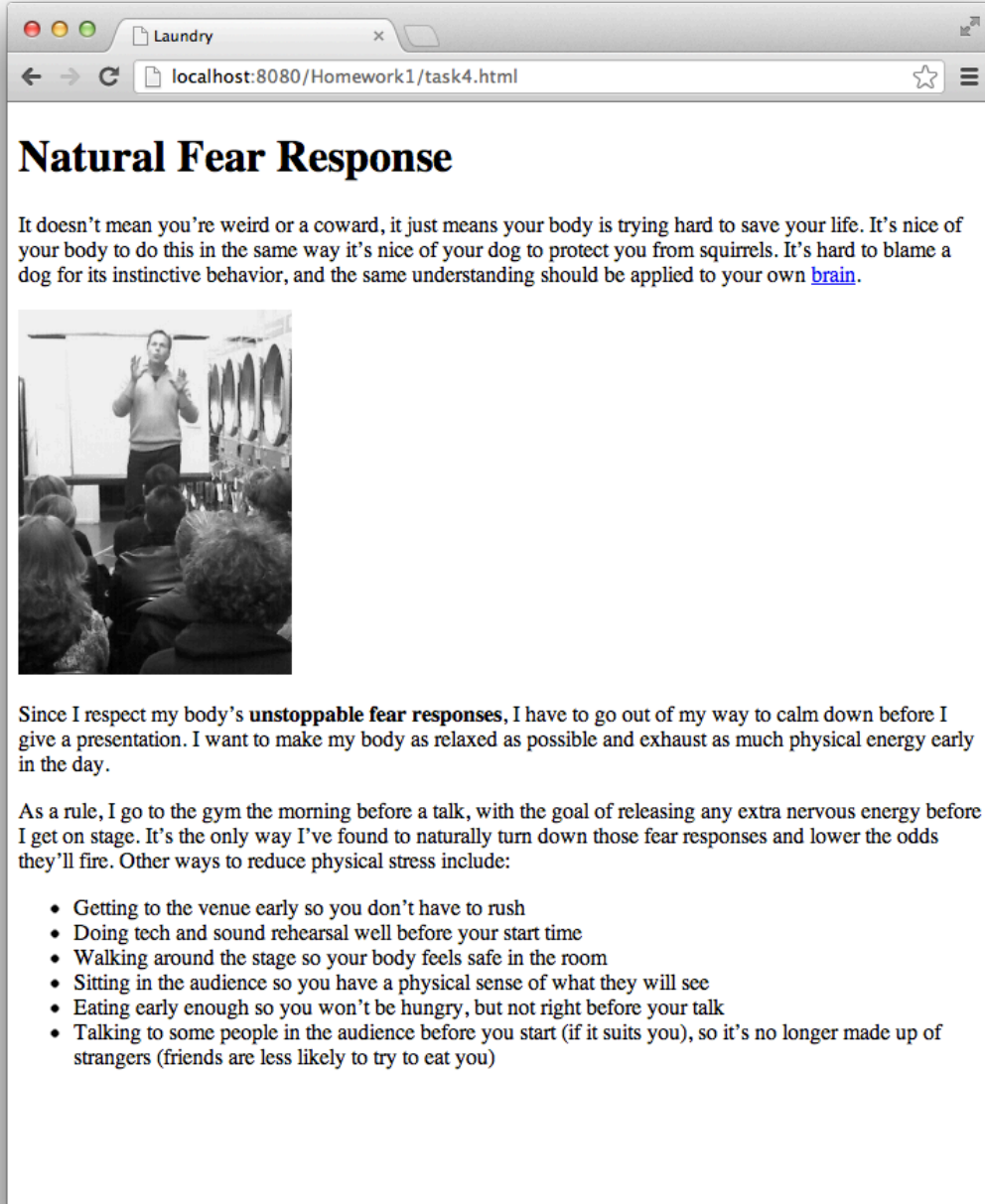
Practice Makes Perfect

When I practice, especially with a draft of new material, I run into many issues. And when I stumble or get confused, I stop and make a choice:

- Can I make this work if I try it again?
- Does this slide or the previous one need to change?
- Can a photograph and a story replace all this text?
- Is there a better lead-in to this point from the previous point?
- Will things improve if I just rip this point/slide/idea out completely?

I repeat this process until I can get through the entire talk without making major mistakes. Since I'm more afraid of giving a horrible presentation than I am of practicing for a few hours, **practice wins**.

Make the link to: http://en.wikipedia.org/wiki/Pragmatism

Task 4

Natural Fear Response

It doesn't mean you're weird or a coward, it just means your body is trying hard to save your life. It's nice of your body to do this in the same way it's nice of your dog to protect you from squirrels. It's hard to blame a dog for its instinctive behavior, and the same understanding should be applied to your own brain.
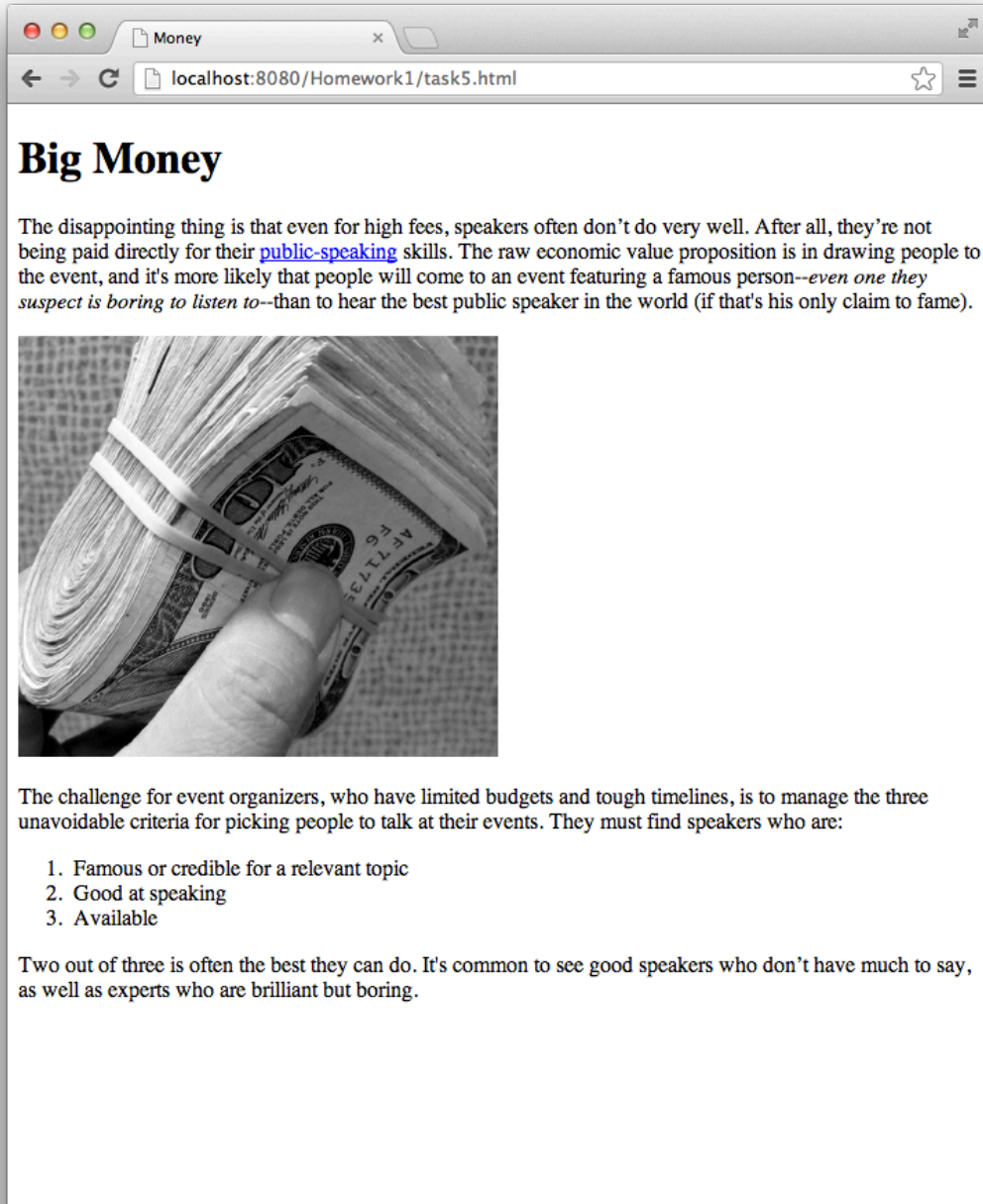
Since I respect my body's **unstoppable fear responses**, I have to go out of my way to calm down before I give a presentation. I want to make my body as relaxed as possible and exhaust as much physical energy early in the day.

As a rule, I go to the gym the morning before a talk, with the goal of releasing any extra nervous energy before I get on stage. It's the only way I've found to naturally turn down those fear responses and lower the odds they'll fire. Other ways to reduce physical stress include:

- Getting to the venue early so you don't have to rush
- Doing tech and sound rehearsal well before your start time
- Walking around the stage so your body feels safe in the room
- Sitting in the audience so you have a physical sense of what they will see
- Eating early enough so you won't be hungry, but not right before your talk
- Talking to some people in the audience before you start (if it suits you), so it's no longer made up of strangers (friends are less likely to try to eat you)

Make the link to: http://en.wikipedia.org/wiki/Brain

Task 5

Big Money

The disappointing thing is that even for high fees, speakers often don't do very well. After all, they're not being paid directly for their public-speaking skills. The raw economic value proposition is in drawing people to the event, and it's more likely that people will come to an event featuring a famous person--*even one they suspect is boring to listen to*--than to hear the best public speaker in the world (if that's his only claim to fame).

The challenge for event organizers, who have limited budgets and tough timelines, is to manage the three unavoidable criteria for picking people to talk at their events. They must find speakers who are:

1. Famous or credible for a relevant topic
2. Good at speaking
3. Available

Two out of three is often the best they can do. It's common to see good speakers who don't have much to say, as well as experts who are brilliant but boring.

Make the link to: http://en.wikipedia.org/wiki/Public_speaking

Task 6

Make the link to: http://en.wikipedia.org/wiki/Handcuff