

# Homework 2: HTML Forms

For this homework, you create a simple HTML form and gain more practice using 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

Checkout the **trunk** subfolder of **GameDen**, and name the project **GameDen**.

This step is similar to last time; however, for all future homeworks, you will use this same skeleton. (Thus, you might never need to check it out again.) As before, each team member must perform this step, so that each has a working copy of the project.

## Step 2. Create a web page

Each team member must choose one the web-page designs in the Tasks section (below) to build. 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 **taskX.html** (case sensitive!) such that *X* is the number of the task (e.g., **task2.html** for Task 2).

The HTML file you create must have all features depicted in the design. Each design features an HTML form. Note that your page should use only basic HTML (no CSS, no JavaScript).

Also, note that the form you create will not actually do anything. (We'll get to that next homework.) However, do make an **action** attribute the form you create, but make it equal to empty quotes; i.e.:

```
<form action="" ...
```

Hint: The <http://www.w3schools.com/html/> pages are your friends—especially those on Tables, Forms, and Symbols.

## Step 3. Submit (by tagging) your team's submission

**Attention!** Before performing this step, you must 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 **hw2** (case sensitive, no spaces).

To tag the current revision of your trunk as **hw2**, 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 **hw2** 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/GameDen/tags/](https://utopia.cs.memphis.edu/course/comp7012-2013spring/teams/YOUR_TEAM/GameDen/tags/)

You should see an **hw2** 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: User Info Form

A hand-drawn user information form is displayed within a browser window titled "New Tab". The form is drawn on a background of horizontal lines. On the left side, red brackets connect text labels to specific form elements:

- Level-1 heading** points to the title "User Info".
- Text fields** points to the "name:" and "Email:" labels and their corresponding input boxes.
- Multi-line text area** points to the "About you:" label and the large rectangular text area below it.
- Radio button** points to the "Sex:" label and the three radio button options: "Boy", "Girl", and "None of your business!".
- Check boxes** points to the "Favorite games:" label and the three checkbox options: "Puzzle", "Card", and "Trivia".
- Submit button** points to the "Submit" button at the bottom of the form.

The form content is as follows:

**User Info**

name:

Email:

About you:

Sex:

Boy

Girl

None of your business!

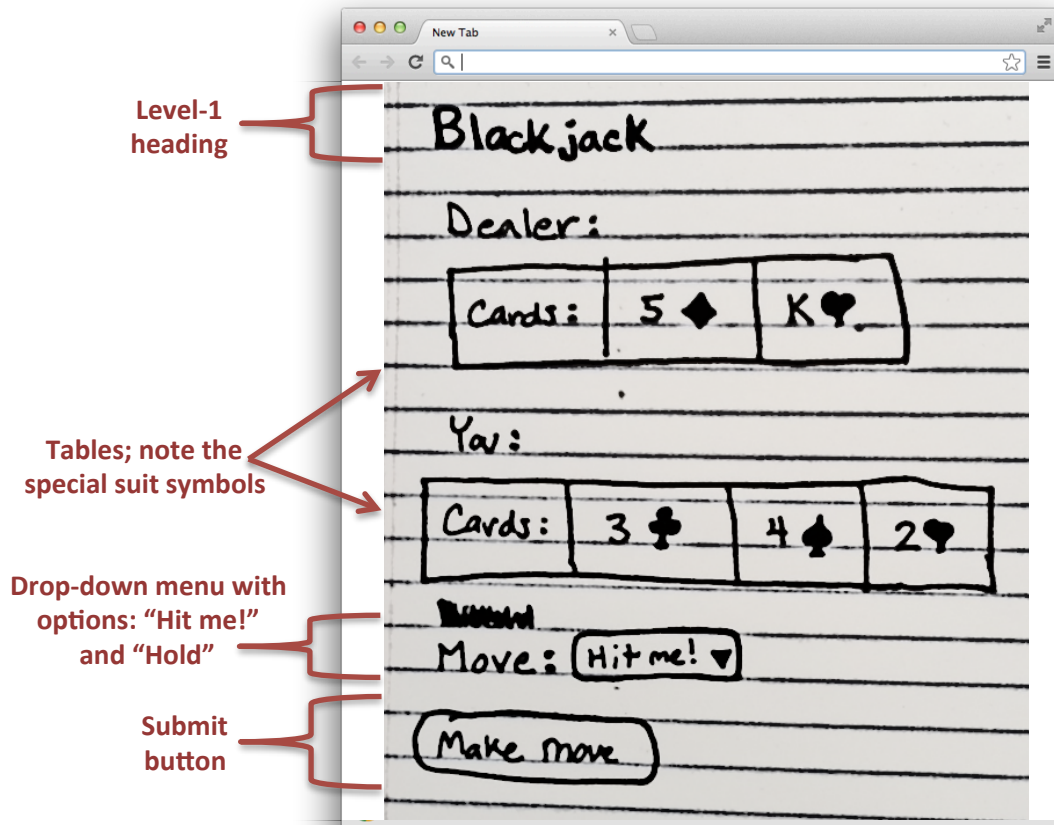
Favorite games:

Puzzle

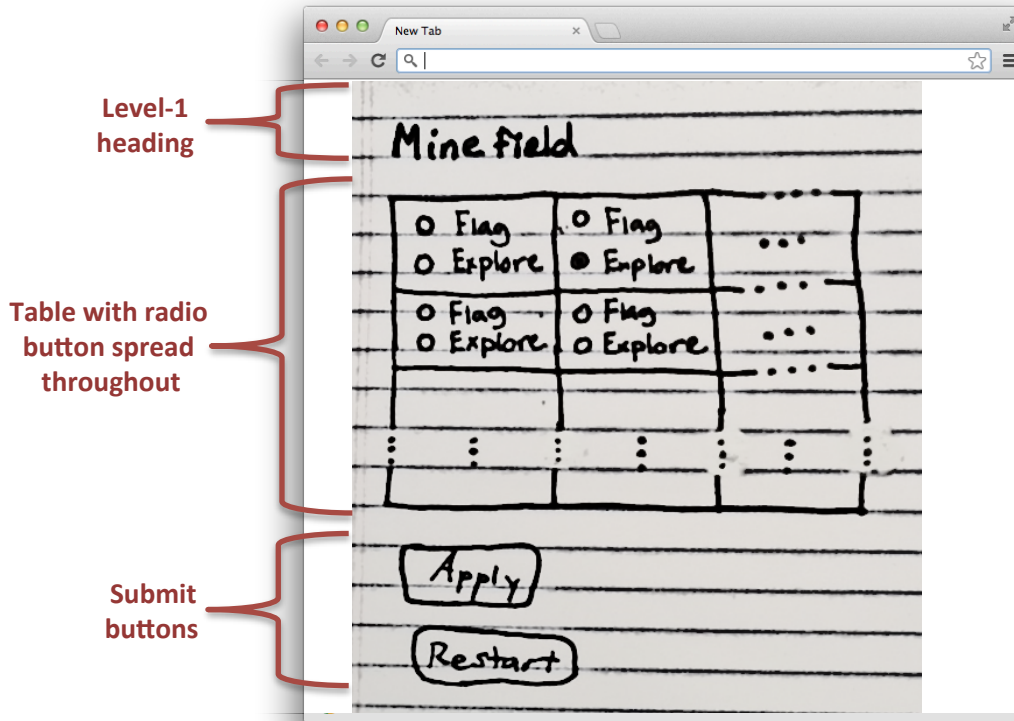
Card

Trivia

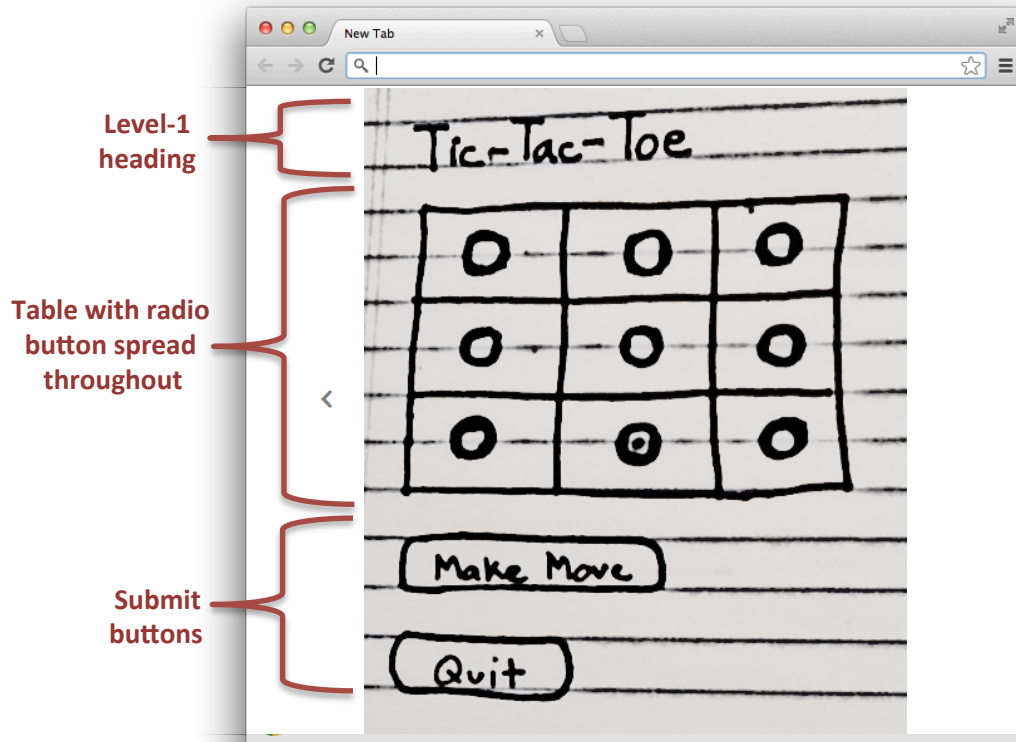
## Task 2: Blackjack Game Interface



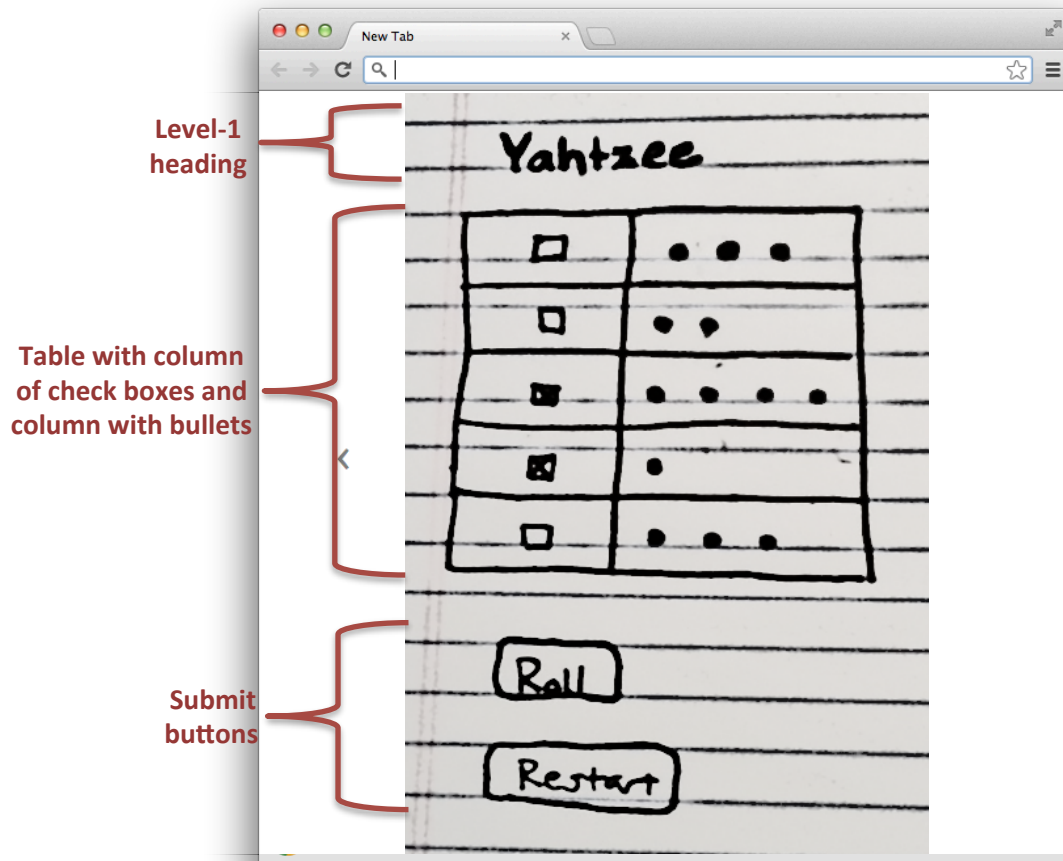
### Task 3: Minefield Game Interface



#### Task 4: Tic-Tac-Toe Game Interface



## Task 5: Yahtzee Game Interface



## Task 6: Battleship Game Interface

The image shows a hand-drawn Battleship game interface on a browser window. The interface includes a title, a grid, coordinate input fields, and two buttons.

**Level-1 heading:** The title "Battleship" is written in a large, bold font at the top of the grid.

**Table; some cells contain x's and bullets:** The grid is a 10x10 table with columns labeled A through J and rows labeled 1 through 10. The content of the grid is as follows:

	A	B	C	D	E	...	J
1					X		
2			X	•			
3				•			
4	X			•			
5							
...							
10							

**Drop-down menus; top one has the column letters; bottom one has the row numbers:** Below the grid, there are two drop-down menus. The first is labeled "Coordinates:" and has "X:" next to it, with a drop-down menu showing "E". The second is labeled "Y:" with a drop-down menu showing "5".

**Submit buttons:** Below the coordinate input fields, there are two buttons: "Fire" and "Start Over".