

## Web-Based Application Design and Development (ITIS 3135)

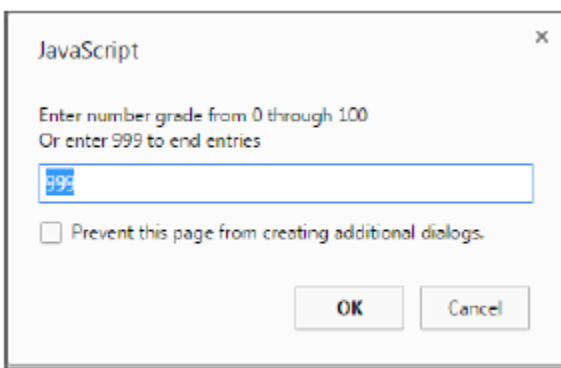
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### In-class Activity #6

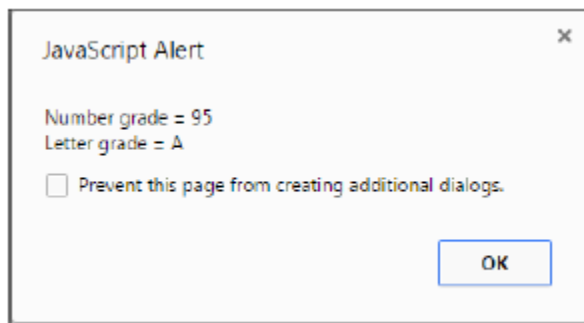
The goal of this activity is to give you some practice with if statements, loops and functions in JavaScript. The provided HTML page is for you to add embedded JavaScript code that can convert number grades to letter grades. To see the runtime errors, use the debugger tool in your browser.

#### Application Overview:

To start, this application should display a prompt dialog box like the one below that gets a number grade from 0 through 100



Then, it should display an alert dialog box like the one below that displays the letter grade for that number:



#### Part 1: Convert number grades to letter grades

1. From Canvas, download *Activity6.htmls*.
2. Rename them to *Lastname1Lastname2-Activity6.html*.
3. Open the HTML file. In the script element, add the JavaScript code for getting the user's entry while the entry amount isn't 999. This should provide for multiple entries until the user enters 999.
4. Add the JavaScript code for deriving the letter grade from the table below and displaying it in an alert dialog box.

To derive the letter grade, you should use this table:

A	88-100
B	80-87
C	68-79

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D      60-67

F      < 60

5. If you haven't already done so, add data validation to make sure the entry is a valid number from 0 through 100. If the entry is invalid, the application should just display the starting prompt dialog box. It doesn't need to display a special error message.
6. Verify that the code runs as expected.
7. Add appropriate comments in your code

**Part 2: Update the code by adding a function**

1. Now save the file as ***Lastname1Lastname2-Activity6-updated.html***.
2. Declare a function 'convertGrades' that takes in number grade as a parameter and returns a letter grade.
3. Modify the code so that it now utilizes this function to convert the grades and show the same output as above
4. Verify that the code runs as expected.
5. Add appropriate comments in your code

**Part 3: Upload to your and your partner's web servers and turn in your activity**

1. Each partner should upload the two **.html** files to Canvas, and place in the Comments section:
  - a. The correct URL to your web server
  - b. Your partner's name.