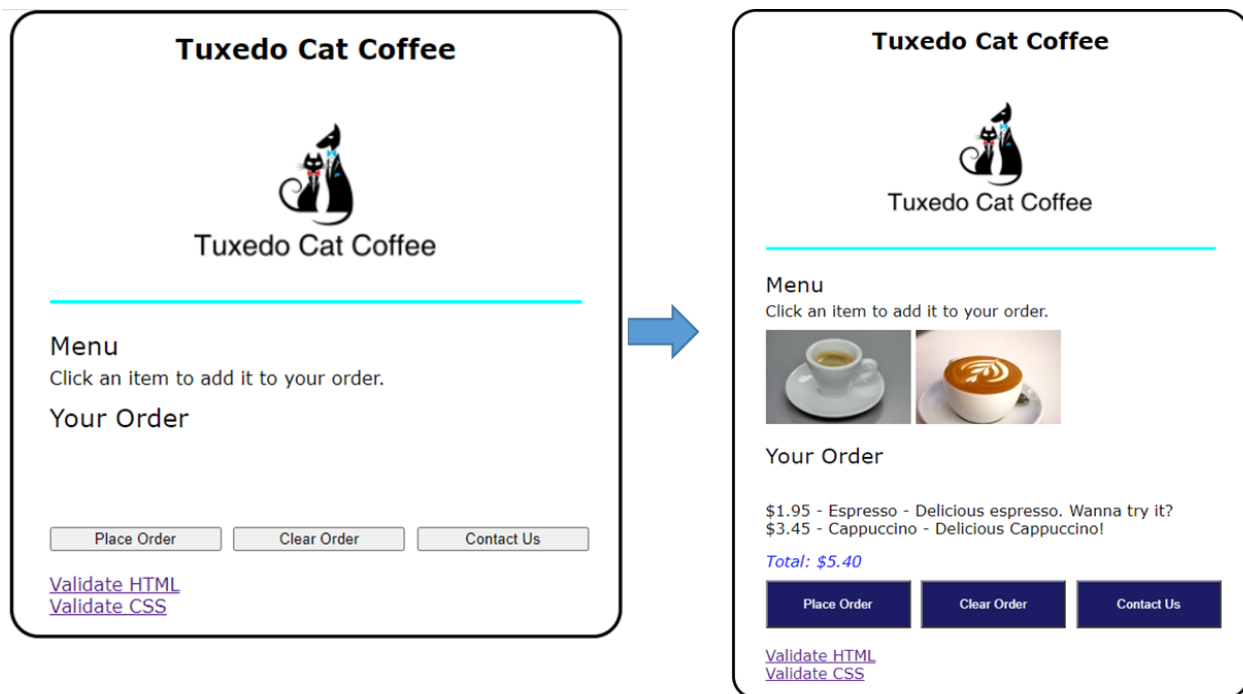


Activity – Create an Order Application**Part 0: Download files**

1. Download *Practice .zip that contains the Practice.html, Practice.css, Practice.js* and *images folder* and save it under the Exercise folder on your computer. Then extract the zip file.
2. Verify there are no errors in all the files



Part 1: Modify the Practice.html page to create an order application:

User interface should transform from left to right.



1. Add two images from the images file to the HTML file.
2. When the user clicks on an image, the “Your order” list should be updated with name, price, and details of the item clicked, and order “total” should be updated with the price of the item clicked and displayed on the HTML page. If the user clicks 2 items (as shown on the right hand side picture above), the “Your order” section of the page should show information of 2 items and the total price of the two items.

(N.B. You can hard code the prices and item details from the below table.)

Coffee Name	Price	Details
Espresso 	\$1.95	Delicious espresso. Wanna try it?
Cappuccino 	\$ 3.45	Delicious Cappuccino!

3. Emphasize Total.
4. Apply same style to the three buttons, so that it looks rectangular in shape as the above right hand side figure. Provide a color of your choice to the buttons and provide a contrasting color for text on the buttons. The buttons should be displayed in one single row.

Part 2: Turn in your activity

Upload all the files, ***Practice.html***, ***Practice.css***, ***Practice.js*** files to Canvas, and add the **URL** to your webpages account to the open-ended response on Canvas. Do not upload the images to Canvas, however they must be uploaded to your webpages account.