



Web-Based Application Design and Development (ITIS 3135)

Activity 6: Name the polygon

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 external JavaScript file that can convert number of sides to name of a polygon. 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 of sides of a polygon from 3 to 7

A screenshot of a web browser's prompt dialog box. The title bar says "This page says". The main text area contains the prompt "Enter number of sides". Below the text is a single-line text input field. At the bottom right of the dialog are two buttons: "Cancel" and "OK".

Then, it should display an alert dialog box like the one below that displays the number of sides entered and corresponding name of the polygon.

A screenshot of a web browser's alert dialog box. The title bar says "This page says". The main text area contains two lines of text: "Number of sides = 4" and "Name of the polygon = Square". At the bottom right of the dialog is a single button labeled "OK".

Part 1: Convert number grades to letter grades

1. From Canvas, download *Activity6.html*.
2. Rename them to *Lastname-Activity6.html* and save it in your **Exercise** folder.
3. Create a JS file called *Lastname-Activity6.js* and save it in your **Exercise** folder.
4. Open the HTML file. In the script element, add the link to the js file replacing the "????".
5. In the js file add JavaScript code for getting the user's entry between 3 and 7 (including 3 and 7). This should provide for multiple entries until the user enters the right number (between 3 and 7).
6. Add the JavaScript code for deriving the name of the polygon from the table below and displaying it in an alert dialog box.

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Number of sides	Name of the polygon
3	Triangle
4	Square
5	Pentagon
6	Hexagon
7	Heptagon

7. If you haven't already done so, add data validation to make sure the entry is a valid number from 3 through 7. 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.
8. Verify that the code runs as expected.
9. Add appropriate comments in your code

Part 2: Update the code by adding a function (if you have not used a function yet)

1. Declare a function 'converShape' that takes in number of sides as a parameter and returns the polygon name.
2. Modify the code so that it now utilizes this function to convert the number of sides to polygon name and show the same output as above
3. Verify that the code runs as expected.
4. Add appropriate comments in your code

Part 3: Upload to your web server and turn in your activity

1. Verify that your final webpage is accessible by going to <https://webpages.uncc.edu/yourUsername/Exercise/Lastname-Activity6.html>

Part 4: Turn in your activity

1. Log in to Canvas.
2. Go to the Activity #6 Submission link. Upload the upload the html and js files to the submission page.
3. In the "Comments" textbox on Canvas provide the URL of your html file on the web server. You must provide the correct URL to get credit.