Comp 266 : Unit 5 Designing

Harsheen Sodhi
AU ID: 3510675

Javascript Designs for Unit 5:

Design 1: Contact Form Validation

Variables:
Var Name
Var Address
Var email
Var Subject
Var message
Var phone

Function:
ContactForm():
Checks if -
- The name is not empty
- Address is not empty
- Email is correct (has @ symbol)
- Subject is not empty
- Message is not empty
- Phone number entered is correct (xxx-xxx-xxxx layout)

Program Flow:
When the submit button is pressed, the function ContactForm() checks the above conditions and if they are true, sends the message submitted or if false, alerts the person conveying an appropriate error message.

Design 2: A countdown Timer

Variables:
Var currentTime - get the current time
Var setTime - set to the time (in the future) of the inventory update
Var days - calculates the number of days to the setTime
Var hours - calculates the number of hours to the setTime
Var minutes - calculates the number of minutes to the setTime
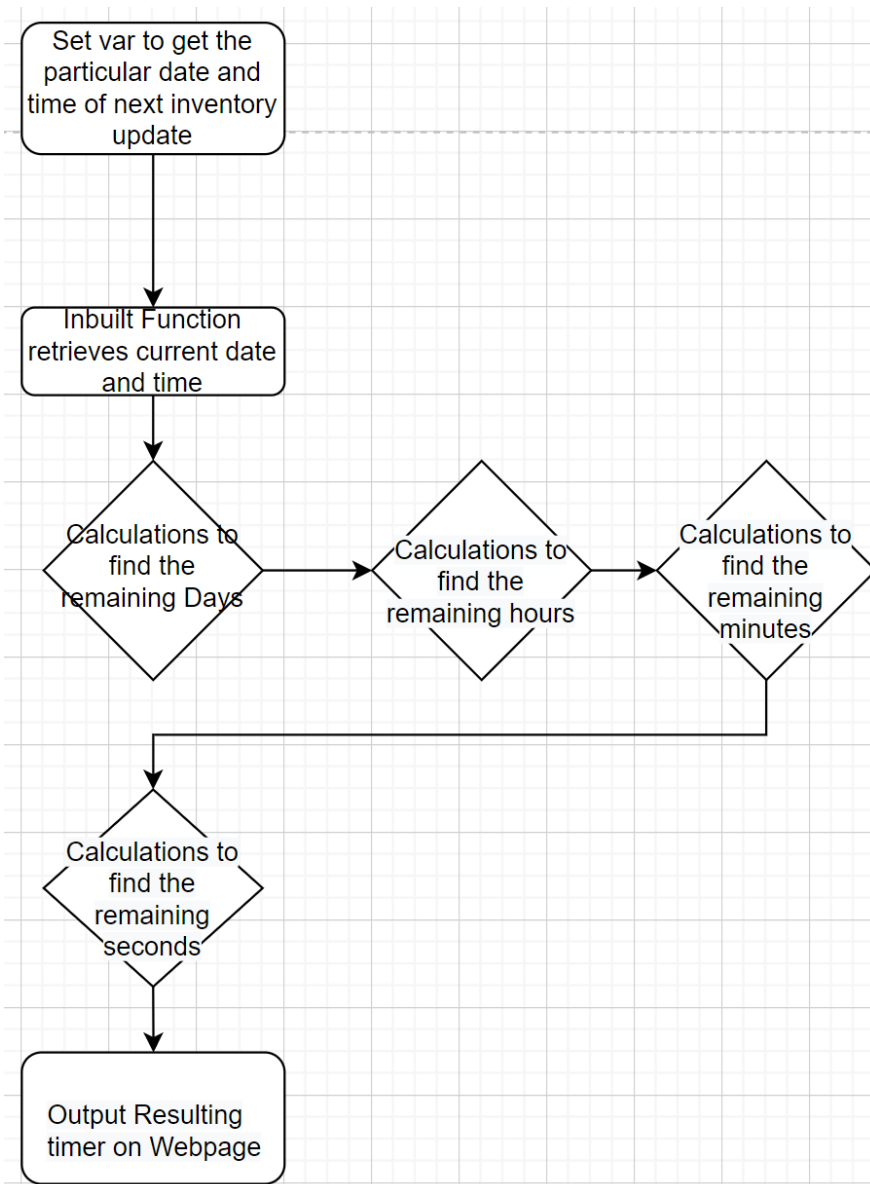Var seconds - calculates the number of seconds to the setTime
Var output - print appropriate time or message on the screen

Function:
gettime() - Gets the time remaining from the current time to the setTime in days:hours:minutes:seconds format

Program Flow:

The design of the Countdown Timer could be best understood using the flowchart below:

Design 3: Watch List/To-Do List

Variables:
Var Lis_items - items in the list
Var input - input entered in the input box
Var delete_item - item to be deleted from the list

Function:
addItem() - adds a new item to the list
deleteItem() - deletes an item from the list

Program Flow:

The design of the Watch List could be best understood using the flowchart below:

```
Watch List ──────────────────────────────┐
     │                                     │
     ▼                                     ▼
If input box is      Yes    Do nothing   Button "delete    No    Do nothing
    empty        ────────►              from list" Clicked ────►
     │                                     │
    No                                    Yes
     ▼                                     ▼
If input box has     No     Do nothing   Delete that item
 any character   ────────►               from the list
     │
    Yes
     ▼
Button "add to       No     Do nothing
 list" Clicked   ────────►
     │
    Yes
     ▼
Add input to the
     List
```