

**UNIVERSITY OF LONDON**

**GOLDSMITHS COLLEGE**

**B. Sc. Examination 2008**

**INFORMATION TECHNOLOGY**

**IS52019A (IT226)**

**Introduction to Interactive Applications and Website Design**

**Duration: 2 hours**

**Date and time:**

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- *The examination lasts for 2 hours. Remember to SAVE your work REGULARLY in the allocated folder IT226exam.*
  - *No documents, notes or books are allowed during the examination.*
  - *No Internet connection is permitted.*
  - *You MAY NOT touch any other files in your filespace while working on the examination. Automated records of file access will be kept during the period of the examination.*
  - *There are 75 marks available on this paper.*

**THIS PAPER MUST NOT BE REMOVED FROM THE EXAMINATION ROOM**

**IS52019A (IT226) 2008**

**TURN OVER**

## Practical task

Here is some JavaScript code. You have been given it as a .js file in your filespace.

```
window.onload = newWinLinks;

function newWinLinks() {
    for (var i=0; i<document.links.length; i++) {
        if (document.links[i].className == "newWin") {
            document.links[i].onclick = newWindow;
        }
    }
}

function newWindow() {
    var winName = this.id + "Win";
    var myWindow =
window.open(this.href,winName,"width=135,height=165");
    myWindow.focus();
    return false;
}
```

- a) Create three basic xhtml web pages named *webpage1*, *webpage2* and *webpage3*. They should have the following properties, using CSS where appropriate: They should have the title "IT226 Exam 2008". The background should be set to white. The text should be black, sans-serif. Link colour should be red; active link colour should be green, visited link colour should be blue. [25 marks]
- b) Use the JavaScript code you have been given to create two links on *webpage1* that lead to *webpage2* and *webpage3*. [15 marks]
- c) When the user visits *webpage2* and *webpage3* provide them with an alert box to notify them that they have arrived at a new page. [10 marks]
- d) The content of *webpage2* should answer this question: what does the JavaScript code do and how does it do it? [15 marks]
- e) The content of *webpage3* should answer this question: give four examples of things that client-side scripting can do and four examples of things it cannot do. [10 marks]