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Lab 5: Publishing a Web Page

Assignment Requirements:

Create a web page on linux.unm.edu that features one of your past JavaScript labs or something new. The page must include a title, the author (you), some text explaining how to use the program, and an image along with the JavaScript Canvas. See the example on the class website. You may include sliders, mouse input, textboxes and other interactions if you want.

Create your website directory:

All UNM students have a UNM NetID. This NetID can be used for remote login to a UNM Web server. Remote login needs to be done through a Secure File Transfer Protocol using a client program such as WinFTP. WinFTP is free and linked on the class website. MacOS X ships with an SFTP client build-in.

From any Windows computer in a UNM lab, a secure telnet client can be found under:

Start → All Programs → Secure Telnet and FTP → FTP

For host name enter: `linux.unm.edu`

For user name and password, enter your UNM NetID and password.
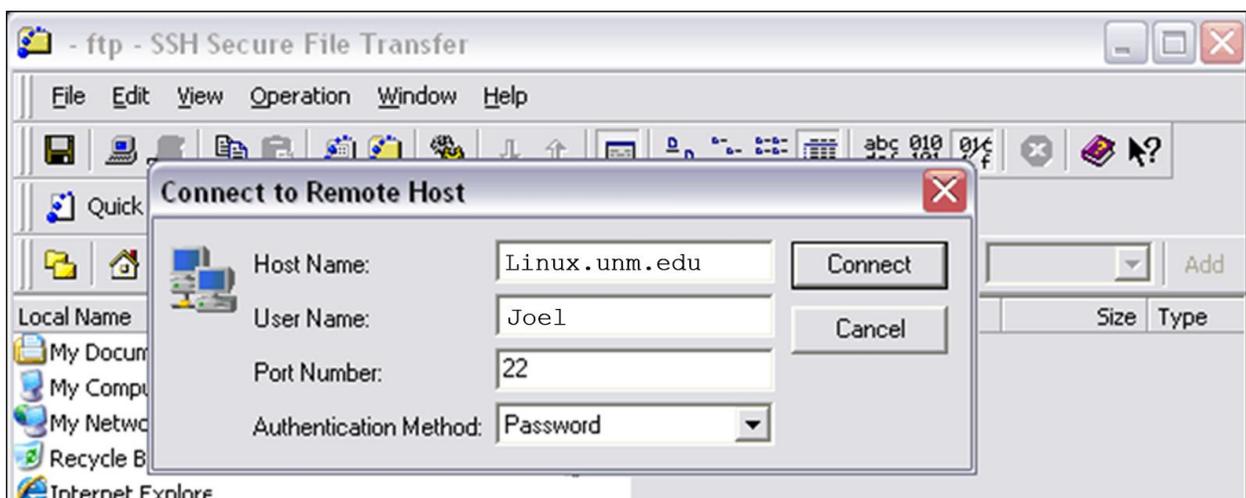
After logging into **linux.unm.edu** create a web directory named **public_html** *in your home directory on the remote*, **linux.unm.edu** machine.

By default, you are the only person who can access this directory. In order for the directory to be a publically readable website, you must enable read and execute permissions by selecting the new folder and setting the properties....

Lines1.html Properties   ?   ✕

Common	Checksum

1 file

Location:	/nfs/user/j/joel/public_html
Size:	1,345 B

Group:	academic [5000] ▽
Owner:	joel [16658] ▽

Permissions:

	R	W	X	
Owner	☑R	☑W	☑X	☐ Set UID
Group	☑R	☐W	☐X	☐ Set GID
Others	☑R	☐W	☑X	☐ Sticky bit

Octal: 0745

OK   Cancel   Help
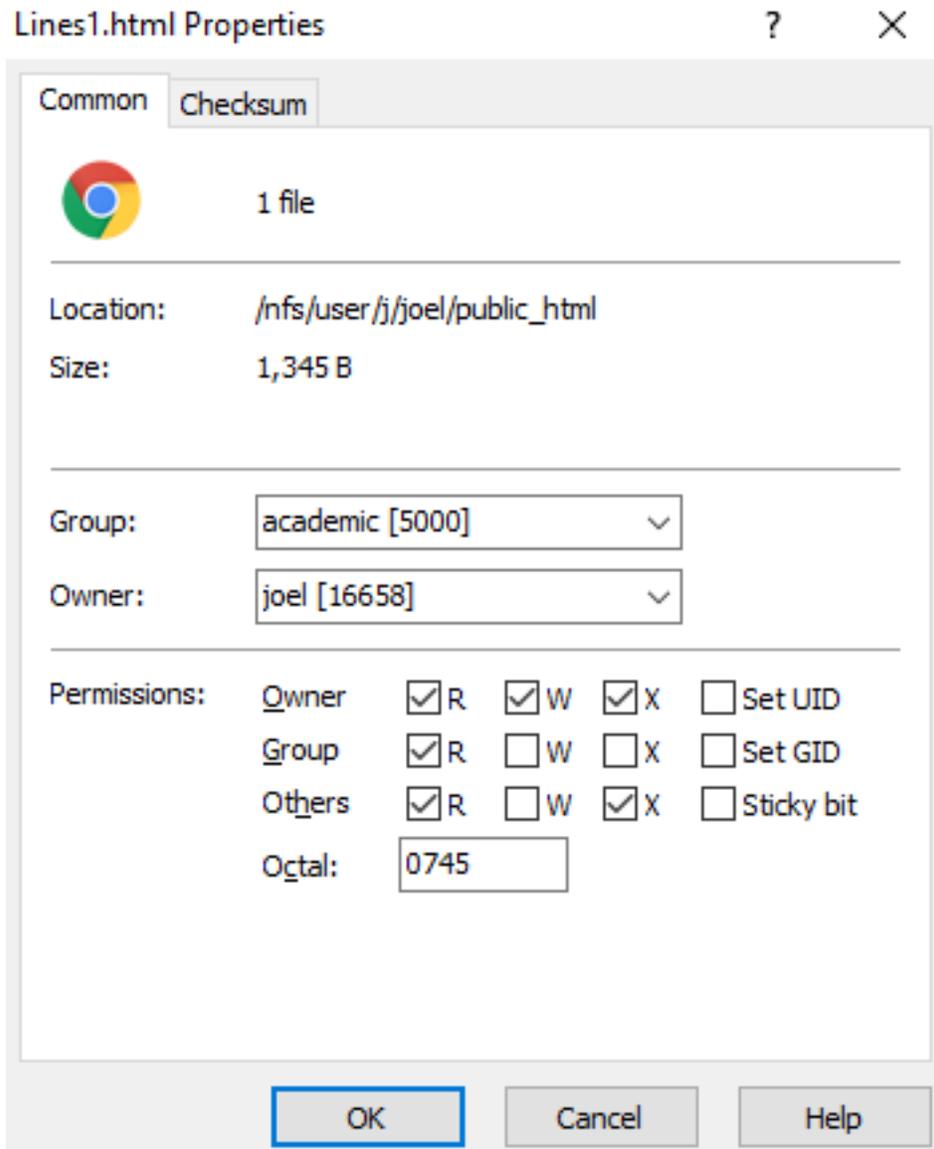
For a directory or folder (like public_html), Others must have both R and X permissions (read and execute). Your p5.js and home.html files will just need R permission for Others.

Now, you have an empty website.

Copy Your .html file to Your Web Directory:

Start with an .html you used for a past lab. Make a copy of your .html file and change the copy's name to **home.html.** Copy this **home.html** file and the **p5.js** to the UNM web server.

Start → All Programs → Secure Telnet and FTP → FTP

Use the secure ftp client to copy your .html file and **p5.js** to the **public_html** directory of your **linux.unm.edu** account. Then set the permissions to for the world to read both files.

Check your website:

From any web browser you should now be able to access your homepage with the URL: **http://www.unm.edu/~*yourNetID*/home.html**

Congratulations, you have published a website!

Edit your Website:

From WebStorm, modify the local copy of your web page by adding at least one slider for user input and modify your program to respond to that input (see the example on the class website). Then add the title, header, expository text and an image. The image can be something of your own drawing, a photo of you, a screen-shot of your program running, a logo you make up or anything that has something to do with your program. Once you get your local copy working, copy the updated .html file and the image file to your website.

Grading Rubric [20 points total]:

[5 point]: The web address:

http://www.unm.edu/~*your_unm_netID*/home.html

exists and opens a web page. The webpage loads without errors and displays a JavaScript canvas with an animation you created.

Alternatively, you may link a different website you have written, but it must be a website that you can fully edit the .html and not a simple web hosting service.

[1 point]: The page includes a relevant title.

[1 point]: The page includes a relevant heading (using **<H1> </H1>** tags).

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[1 point]: The page includes your name as the author (if you want, you may use a nickname or pseudonym. The lab instructor will know the page is yours by the web address.

[5 points]: The page includes some JavaScript program written by you. This could be an exact copy of a program you wrote for another assignment in this class, a modification of something you did or something totally new.

[2 points]: The page includes text explaining what the program does and how to interact with it.

[5 points]: The page looks professional: Nicely organized, the content of the image makes sense with the JavaScript program, the text accurately explains what the program does and how to use it, and the JavaScript program looks cool.

In **Blackboard learn**, only submit the URL as simple text. Do not attach anything. You must submit the URL so that 1) your lab instructor knows your submission is done 2) has a submitted assignment to which comments and a grade can be attached and 3) to copy and paste into a browser for quick grading access.