

Assignment 4: Clock



Clock project guide



Description:

A clock is a device used to measure, verify, keep, and indicate time. The clock is one of the oldest human inventions, meeting the need to measure intervals of time shorter than the natural units: the day, the lunar month, and the year. Devices operating on several physical processes have been used over the millennia. In this project we will question the conventional representation of time and come up with ways of combining visual language, JavaScript, CSS, and HTML to create a time-keeping website.

Goals:

- Manipulate the JavaScript Date object and output live and changing values.
- Incorporate if... else statements to practice catching conditional paths.
- Create a working timepiece that transmits information (even if cryptically) to the user.

Guidelines:

You may interpret the idea of a clock however you like, meaning it's your choice whether to be literal or abstract with the design. Your script should include the Date() object and at least one if... else statement.

Schedule

OCT 21 - 28

Conceptualize your clock and plan a sketched model.

OCT 28 - NOV 4

Begin coding and design refinement. Have a working version of the clock ready to workshop in class.

NOV 4 - 11

Finalize your clock and make sure to incorporate the if... else statement. Consider the overall presentation of your page and prepare for in class review.

PROJECT DUE: NOV 11

