Assignment 1101
As advertised, here is the second half of your HTML/CSS/JavaScript programming track—this time with emphasis on the JavaScript aspect.

Outcomes
This assignment will affect your proficiency measures for outcomes 3a–3c and 4a–4f.

Background Reading
Textbook reading is centered on the menus, forms, and dialogs interaction style, which would be Shneiderman/Plaisant Chapter 6.
For the assignment itself, the JavaScript textbook will be of help, particularly Chapter 6, Section 7.5, and Sections 8.2.3, 8.3, 8.4.1, 8.5, and 8.7. For the best exposure, read Chapters 6, 7, and 8 in full.

For Submission
“Live” Web Pages
Time to shift from a “facsimile” to a real, working web page. In order to do that, we need a real, working web service—and we have that.
For this assignment, design and implement one of the client-side functions or features for the Headmaster web client currently listed on its GitHub issues page, as divided and allocated in class:
https://github.com/dondi/headmaster/issues
For sufficiently large issues, you may work in groups, also as determined in class.
The Headmaster GitHub site has a number of useful resources here, particularly the service API wiki page (the rest of the wiki may also help):
https://github.com/dondi/headmaster/wiki/Service-API

How to Turn it In
While working, just commit and push to your fork of the Headmaster codebase (make sure to refresh it first; some changes have landed since the last time you were asked to fork it).
If you’re working as a group, work off a selected group member’s fork. Everyone in your group will get the same proficiency scores—so manage the workload well so that it is fair to everyone.
When ready, send me a pull request (remember our very first class activity?). This will serve as your official submission.