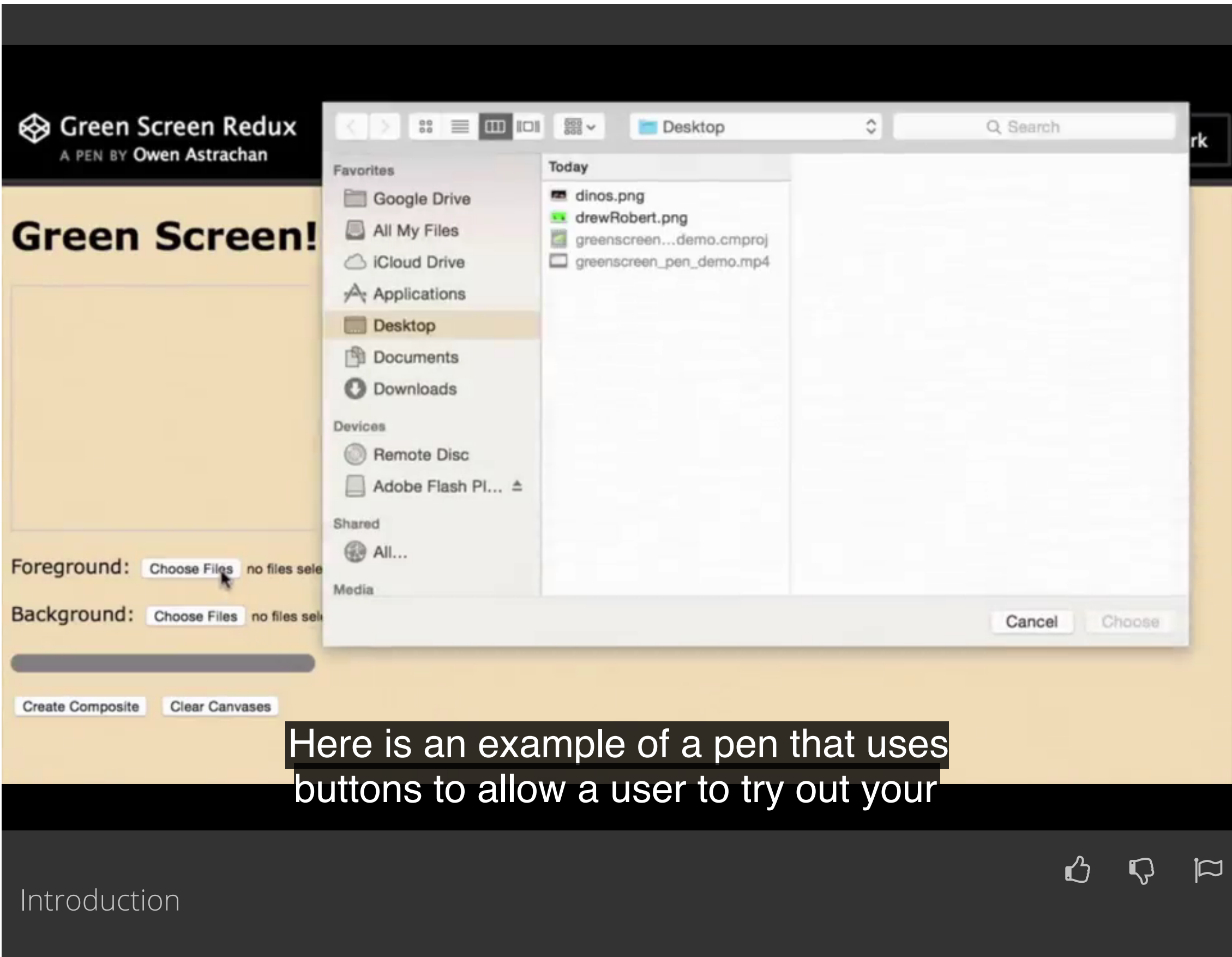


Event-Driven Programming

▶	Introduction	3 min
▶	Buttons with Divs	6 min
📄	Try It! Buttons with Divs	30 min
▶	Changing Pages Interactively	7 min
📄	Try It! Change Pages Interactively	30 min
▶	Using HTML5 Canvas	10 min
📄	Try It! Canvas	30 min
▶	Inputs and Events	8 min
📄	Try It! Inputs and Events	30 min
★	<b>Practice Quiz:</b> Event-Driven Programming	3 questions

Green Screen Web Page



Have a question? Discuss this lecture in the week forums.



Interactive Transcript

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0:03

Now that you've learned some basics for creating webpages as well as some foundational concepts for programming in JavaScript, you're ready to explore creating interactive webpages. With HTML and CSS, you've learned to create and style simple, basic webpages. With these basics and with practice, you can be creative. You can make web pages to inform, excite and more. However, you've likely seen web pages that are interactive, that you can change in many ways. You can create an event, like clicking a button, to cause actions to happen, like uploading a file. Buttons can also change views, sort information, cause images to appear, allow you to select features in a page and more. Connecting events like button click, to responses, like causing an image to appear, is at the heart of event driven programming. The new HTML5 standard allows for all kinds of interactivity, although, you'll only explore a few features here.

1:02

You'll learn the basics of simple event driven programming with JavaScript to create interactive webpages, xxpanding on the knowledge of JavaScript you've built already. You'll learn how to create an interactive webpage to support the green screen image processing you've done with JavaScript. By combining your knowledge of HTML, CSS, and JavaScript, you'll be able to make a new kind of webpage, a webpage with which you or any user can interact. The programming will be behind the scenes with the code you write invoked by pressing buttons you create on the webpage. You'll be able to click on buttons to upload images into different parts of a webpage, as shown here with two images, that will be used to create a composite Green Screen image. [Here is an example of a pen that uses buttons to allow a user to try out your](#) Green Screen process. You can upload images from your computer to be the foreground and background images. You'll be able to choose images on your computer or device and upload them into the webpage that you created.

2:06

When you click the create composite button, the JavaScript code you wrote for the Green Screen algorithm will be called to create the composite image. With some practice and study, you could even create a progress bar to show how much of the images have been processed before creating the final composite image displayed on the webpage you created. You'll learned the basics for creating a page, like the one at [www.histogramphy.io](http://www.histogramphy.io). This website uses HTML, CSS, and JavaScript in complex ways to create an interesting, interactive webpage for exploring information. You interact with the page using HTML elements and JavaScript. The buttons allow you to change how many years of information are shown, from looking at 400 years of all kinds of information to select only events in music over the 25 years from 1956 to 1981. To selecting a few specfic events in a few specific years, such as The Beatles' recording of Let It Be in the 1970s. The basics of HTML, CSS and JavaScript will provide a great background for continuing to build your skills. Let's get to it.

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