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Course Name: Intro to scripting languages

CRN: ITEC 245

Course lecturer: Michael Jones

#### Final Project Report

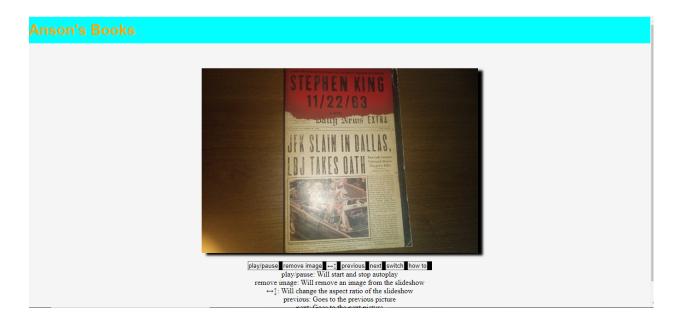
### **Project Summary**

This application was intended to be an easy to use javascript library for a simple slideshow. It can be applied to your site by simply linking to it in the script tag of your site's html file, from there you can simply create a new object and then call the various functions. This library is intended for javascript programmers who need a quick way to implement a slideshow into their website. This program is fully functional at least in the ways that matter. It starts immediately when the page loads and goes through all of the pictures in the array. You can pause/play, change the dimensions to be smaller, remove images when the slideshow is paused, move to the next picture and the previous change the site colors to be more night friendly and remove or show user instructions. The user can also manually change two of the values in the default name/value pairs. In terms of challenges there was mainly one while doing the project and that was keeping track of what pointed to what, I would get confused when I would use the this keyword to call a value but said value would not be called and I would get an error. It turns out that depending on whether I was calling something with an event listener using the new Object I created mattered. For some of the functions I could use this if it wasn't being called by one of the event listeners but for others I had to use Slide. This led to times when a value would be updated in the Slide object but not the original Slideshow object, to counter this for two functions that I needed to interact with the original defaults, while being called by the event listeners, I had to call a function within a function and pass information into that nested function. This produced the desired outcome but I am aware that I probably could have made this program more efficiently. In the future I think I will pay closer attention to what this points to and I'll try to create a more efficient way of achieving my goals.

## A statement of functionality

I have achieved full functionality in level 1 of my project, the slideshow starts instantly and loops from first to last and then back to first, the slideshow consists of ten images that the user can remove using the remove image button while paused, the default dimensions of the slideshow can be changed with the arrow button, and the user can go back and forth using the previous and next buttons. There are also two extra bits of functionality that I have added, one allows you to change the colors of the site and the other allows you to hide or show the user instructions. For level 2 I have used the html dom in my project, there is use of event listeners that run functions, dom elements are assigned to variables and styles are added and removed. For level 3 I did minimal css work to make the site look pretty, I also put a box-shadow around the slideshow that changes to white when the color is switched.

## Screenshots



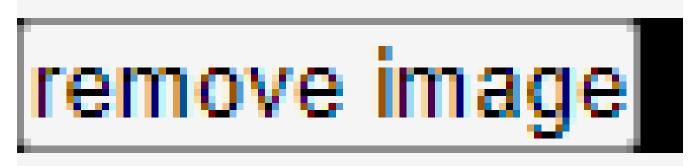
This image shows what the site and Slideshow looks like. This is the initial image and as soon as the site is loaded the slideshow starts and loops through all of the images. The slideshow has a box shadow effect applied to make it pop out.

# Play/pause function:



The play pause button runs the play pause function which pauses the slideshow if the slideshow is playing and plays the slideshow if it's paused.

### Remove image:



Removes the url from the array that holds the image urls but only if the slideshow is paused, if the slideshow isn't paused the user will be told that images can only be removed when paused.

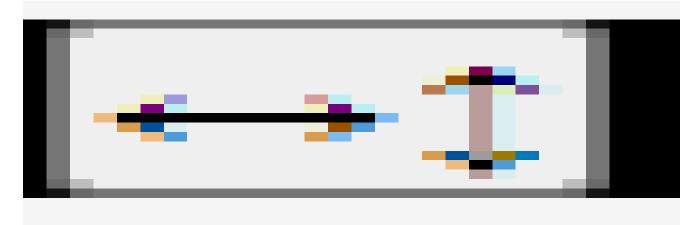
This page says

Please pause the slideshow before you remove the image

OK

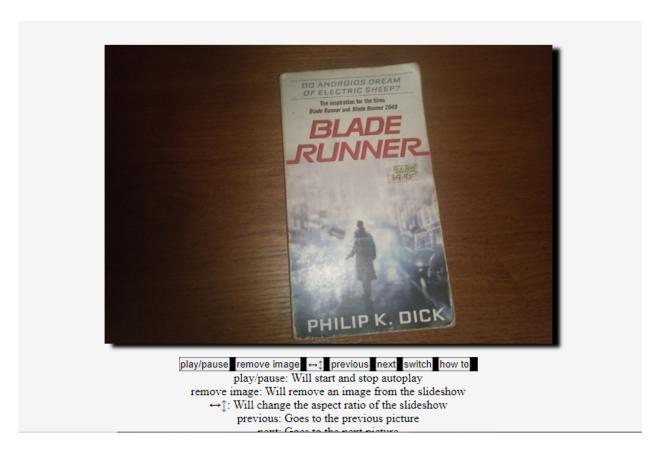
"This is the future the way it

### Slideshow resize:

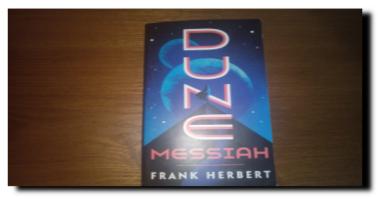


This button resizes the slideshow from 600 x 400 to 400 x 200

# Original size:



Smaller size:

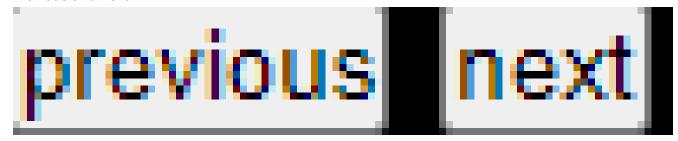


play/pause remove image ↔↑ previous next switch how to

play/pause: Will start and stop autoplay
remove image: Will remove an image from the slideshow

→↑: Will change the aspect ratio of the slideshow
previous: Goes to the previous picture
next: Goes to the next picture
switch: Switches the colors of the page
how to: Gives short explainations of slideshow function

#### Previous and next:

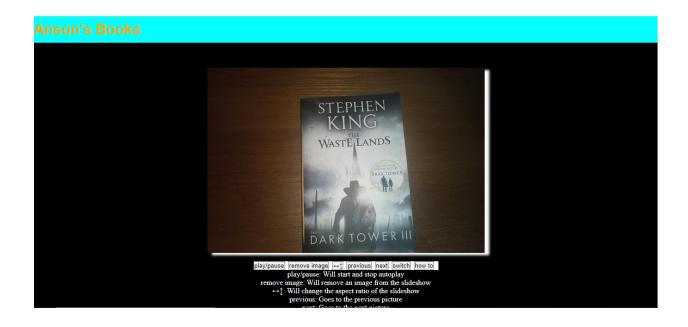


The previous and next buttons will allow the user to manually go back and forth through the slideshow. While this function will work while the slideshow is playing it works better when paused.

# Switching colors:



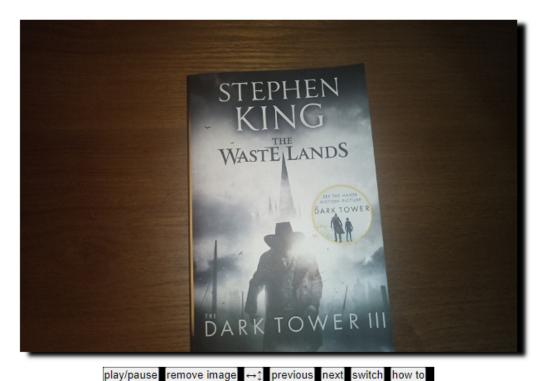
Switches the colors of the site to be less harsh. The background color becomes black the text becomes white and the box shadow of the slideshow becomes white.



#### How to:

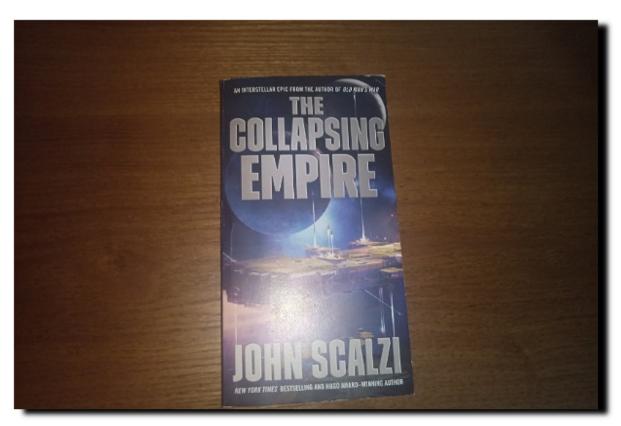


This is the how to button. The site by default shows you some basic instructions. When you click on the button it will make the instructions disappear, clicking on it again makes it reappear.



play/pause: Will start and stop autoplay
remove image: Will remove an image from the slideshow

→↑: Will change the aspect ratio of the slideshow
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play/pause remove image ↔↑ previous next switch how to

### Borrowed code:

All javascript seen in this project was written by me, so is the html. The only code that I have borrowed from the internet is some css which I have applied to the buttons under the slideshow.

The buttons now look like this with the css applied to them:



The source of this css code is: <a href="https://getcssscan.com/css-buttons-examples">https://getcssscan.com/css-buttons-examples</a>. In addition to putting the source of the css code in this report, I have put a comment in my css file which points out which part of the css file was borrowed and where it can be found.