IMAGE

123 ♡ ✧

YY MM DD HH:MM ago <userX> said   123 ♡ ✧
Comment Line 1   ⇩ ⇧

YY MM DD HH:MM ago <userY> said   123 ♡ ✧
Comment Line 1   ⇩ ⇧

Your comment goes here

<user>   <date>

Design a small web page that will allow you to comment on an image.

Using JS, jQuery, timers, classes, objects, and closures, the page should implement the following:

1. Display an image with a *like* counter, the *like* icon (heart) and a *comment* icon (plus). The *like* counter should start at 0 and increment every time the *like* icon is clicked for the image. Make the icons display tooltips when hovered over.
2. Your current *user id* and the current *date* should be displayed at the bottom.
3. Update the *date* every minute.
4. A comment box should be displayed above your name and the date.
5. When you enter text into the box and then click on the *comment* icon of the image or the *comment* icon of another comment, your comment is posted <u>at the</u>

level of the image (no sub comment indicator) or at the level of the comment whose icon was selected, along with your name, how long ago it was posted, a *like* counter, the *like* icon (heart) and a *comment* icon (plus). The *like* counter should start at 0 and increment every time the *like* icon is clicked for that comment. Use **closures**. Make the *like* and *comment* icons display tooltips when hovered over.

6. Newer posts are inserted above older posts that are at the same level as the new post.
7. Any comment to a comment should have the sub comment indicator.
8. A post can be recalled (deleted) within 30 seconds of being posted by right-clicking the *comment* icon. After 30 seconds, it cannot be recalled.
9. If you refresh the page, the only changes should be the time since the posts were posted.
10. Bonus: Include icons to expand and contract any multi-line comment such that when you click on the expand (down arrow) the entire comment is displayed, and when you click on the contract (up arrow) only the first line of the comment is displayed.

You should have several files in your project: `mySocialImage.html`, `mySocialImage.css`, `mySocialImage.js`, and an image file `mySocialImage.[jpg|png|svg|etc]`.

When finished:

1. zip the files into an archive called mySocialImage.zip
2. On the submission page, upload and submit mySocialImage.zip.

Due: **Last day of classes.**