COMP1073 – Client-Side JavaScript

ASSIGNMENT 2

Creating an Image Gallery

DESCRIPTION

Create your own HTML, CSS, and JavaScript files, and develop an image gallery to retrieve images from images folder.

INSTRUCTIONS

1. Create an html file (index.html) and two folders which contain css and javascript for the assignment. Or download the zip file to get a starting point.

2. Download the img folder and move to your working directory. Or you can use your own images to display.

3. Use the skeleton of the html file provided to be used in your file.

4. Follow the comments for help in the scripts.js file or create your own js.

5. The JavaScript and css file is not linked to the html. You will have to do that yourself. Don't forget to use defer if you are adding script in the head section.

6. When "Change custom color" button is pressed, your student id should be displayed in the p tag. The background color of the page should also be changed based on the following conditions:

1. If user's input is less that 0 or more than 100 – red color
2. If user's input is between 0 and 20 - green color
3. If user's input is between 20 and 40 - blue color
4. If user's input is between 40 and 60 - orange color
5. If user's input is between 60 and 80 - purple color
6. If user's input is between 80 and 100 - yellow color

7. When "Change random colour" button is pressed, a random between 1-100 should be generated and the background color should be changed based on the above conditions.

8. When the select tag is pressed, it should generate the options for the image names. The image src location should be stored in an array. Use the loop to go through the array items to create the options.

9. When the select list item is changed, it should display an image from the img folder.

10. Once you've completed the functionality of the interface, add some CSS to make the page visually attractive (don't spend too much time on this – the focus is the JS).

11. Ensure that all your HTML, CSS, and JS is well-commented, formatted, and organized.

12. Upload your application to a live website. (GitHub Pages or any other that works for you.)

13. Post the URL to Assignment 2 on Blackboard.

SUBMITTING YOUR WORK

Upload the HTML, CSS and any media files to a web server and then post a link to the document in the assignment on Blackboard. Your work will not be graded unless it is posted on a web server.

EVALUATION

Please refer to the assessment rubric with the assignment on blackboard for more evaluation details. You will be graded on how well you followed the assignment instructions from both a technical and a creative perspective as spelled out in the rubric. This assignment is weighted in terms of your final mark as indicated on the course syllabus.