JAVASCRIPT FOR CSS: IMAGE PANELS

1. In the html, create a div with class container.
   1. Inside, create divs with class panel. In some css, pull in an image to use as a background image. Example: style="background-image: url('pulisic.jpg')
2. Make a few divs with class panel, one for each player. We are going to dynamically add class active. You can initialize one as class active. Note you can add two classes: class=”panel active”
3. In the CSS:
   1. Create a class selector for container. It will display: flex and have a width of 90vw.
   2. Create a class selector for class panel.
      1. It will have a background-image:cover, the background image centered, and the background image not repeating. The height will be 80vh.
      2. Set a border-radius and text color.
      3. Set cursor: pointer to indicate to the user that they can click.
      4. Set a flex: 0.5 and a margin to 10px.
      5. Position it relatively
   3. h3 inside class panel: set a font size to be kind of bigger than normal, set position;absolute, set:

bottom: 20px;

left: 20px;

margin: 0;

opacity: 0;

}

* 1. When an active class gets added to class panel, we will flex:5 – this will make it expand.
  2. When an h3 is inside a panel with class active, set opacity to 1 and transition the opacity.

1. In the JavaScript:
   1. Get every element with class panel.
   2. Create a function called removeActiveClasses. It will loop through each one and remove any classes for active – this is to initialize with no classes already there: panel.classList.remove('active')
   3. One image was hardcoded to active in the HTML to start with.
   4. Loop through to get each panel and apply an event listener to it. When the user clicks, run the removeActiveClasses function. Add the active class to whichever was clicked on: panel.classList.add('active')
2. Test by clicking on each image and seeing it expand.