### HTML, CSS AND JAVASCRIPT COURSE

## ROLLOVER WITH JAVASCRIPT



By the expert: Ubaldo Acosta





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### **EXERCISE OBJECTIVE**

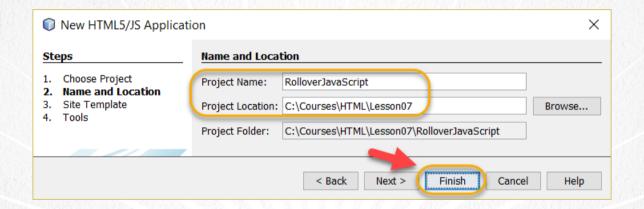
Create a project with JavaScript to implement the Rollover concept. At the end we will see:



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### 1. CREATE A NEW PROJECT

Create a new Project:



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### 2. CREATE A NEW FILE

Create a new JavaScript file called functions.js:

New JavaScript File		X
Steps	Name and Lo	cation
<ol> <li>Choose File Type</li> <li>Name and Location</li> </ol>	File Name: fu	inctions
	Project:	RolloverJavaScript
	Location:	RolloverJavaScript - Site Root
	Folder:	Browse
	Created File:	C:\Courses\HTML\Lesson07\RolloverJavaScript\public_html\functions.js
		< Back Next > Finish Cancel Help

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### functions.js:

```
/ * *
 * @author ubaldo
window.onload = loadImages;
/*
*Function that loads all the images that work
* as a link, in particular those that are involved
* with a "A" tag. A stands for anchor
 * /
function loadImages() {
    for (var i = 0; i < document.images.length; i++) {</pre>
        if (document.images[i].parentNode.tagName == "A") {
            configureRollover(document.images[i]);
```

### functions.js:

```
/ * *
  * This function is executed when the page is started, and it is used
  * to associate the rollover images with the links
  * that will work as such
  * @param {Object} image - The image that works as a rollover
function configureRollover(imagen) {
    imagen.imagenOff = new Image();
    imagen.imagenOff.src = "button off.jpg";
    imagen.onmouseout = changeOff;
    imagen.imagenOn = new Image();
    imagen.imagenOn.src = "button on.jpg";
    imagen.onmouseover = changeOn;
```

### functions.js:

```
/**
  * These functions are executed according to the event that is triggered
  * but it is not at the start of the page, but depends on the
  * Button that is pressed, they are known as handlers
  */
// It was associated with the onmouseout event
function changeOff() {
    this.src = this.imagenOff.src;//we take the values already associated
}

//It was associated with the onmouseover event
function changeOn() {
    this.src = this.imagenOn.src;//we take the values already associated
}
```

### 4. CREATE A NEW FILE

Create a new CSS file called styles.css:

New Cascading Style Sheet			
Steps 1. Choose File Type 2. Name and Location	Name and Lo		
	Folder:	RolloverJavaScript  Browse	
	Created File:	C:\Courses\HTML\Lesson07\RolloverJavaScript\public_html\styles.css  < Back	

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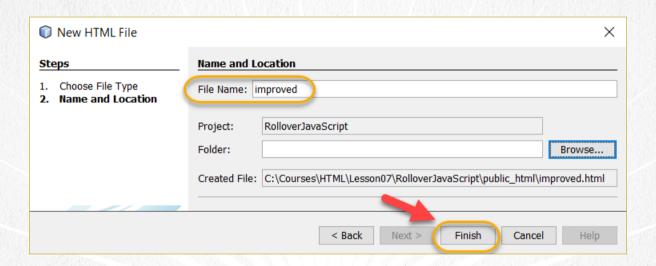
### 5. MODIFY THE CODE

### styles.css:

```
body {
    background:#ffffff;
}
img{
    border:none;
}
```

### 6. CREATE A NEW FILE

Create a new file called improved.html:



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### improved.html:

```
<!DOCTYPE html>
< html>
  <head>
    <meta charset="UTF-8">
    <title>Improved Rollover Exercise</title>
    <link rel="stylesheet" type="text/css" href="styles.css">
    <script type="text/javascript" src="functions.js"></script>
  </head>
  <body>
    <h1>Improved Rollover Exercise</h1>
    <a href="result.html">
      <img src="button off.jpg" alt="Send Button" id="boton">
    </a>
  </body>
</html>
```

### 8. CREATE A NEW FILE

Create a new file called result.html:

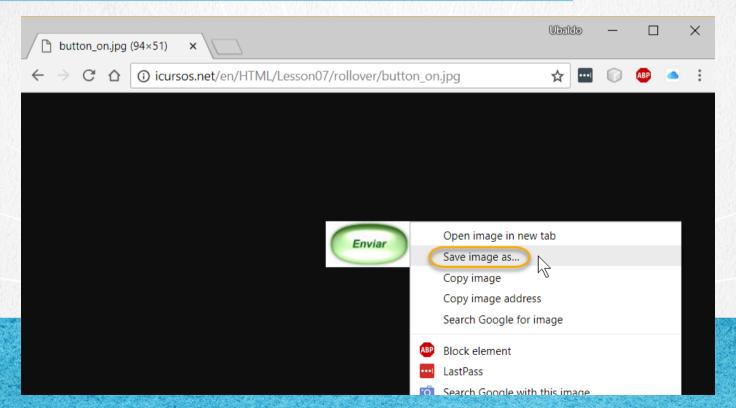
New HTML File		×
Steps	Name and Lo	ocation
<ol> <li>Choose File Type</li> <li>Name and Location</li> </ol>	File Name: r	esult
	Project:	RolloverJavaScript
	Folder:	Browse
	Created File:	C:\Courses\HTML\Lesson07\RolloverJavaScript\public_html\result.html
		< Back Next > Finish Cancel Help

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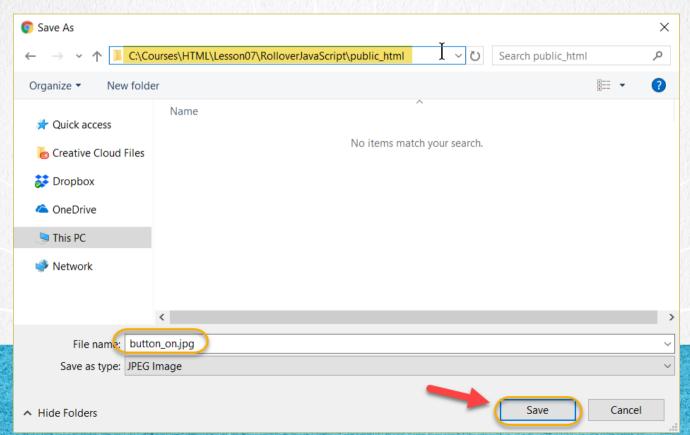
### result.html:

We download the images to use within the project:

http://icursos.net/en/HTML/Lesson07/rollover/button\_on.jpg

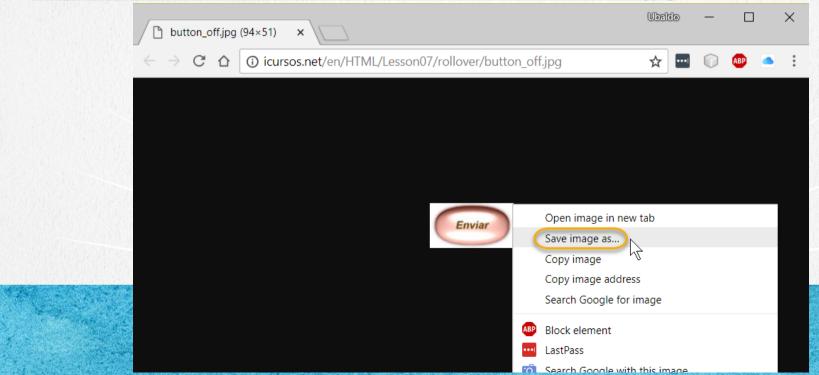


Save the image in the next path:

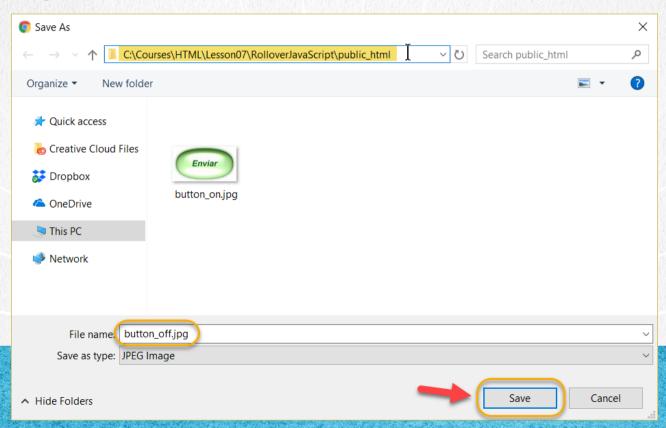


We download the images to use within the project:

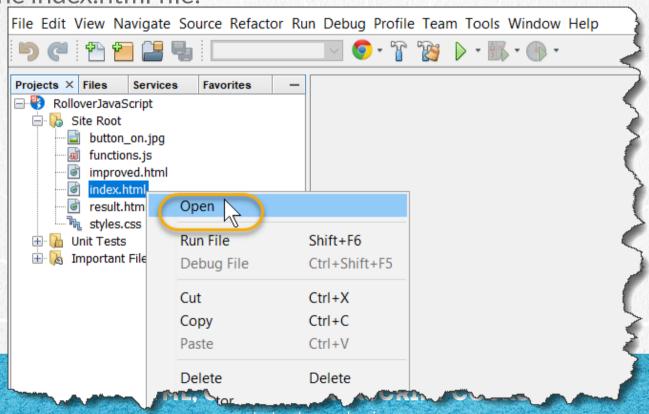
http://icursos.net/en/HTML/Lesson07/rollover/button\_off.jpg



Save the image in the next path:



Modify the index.html file:

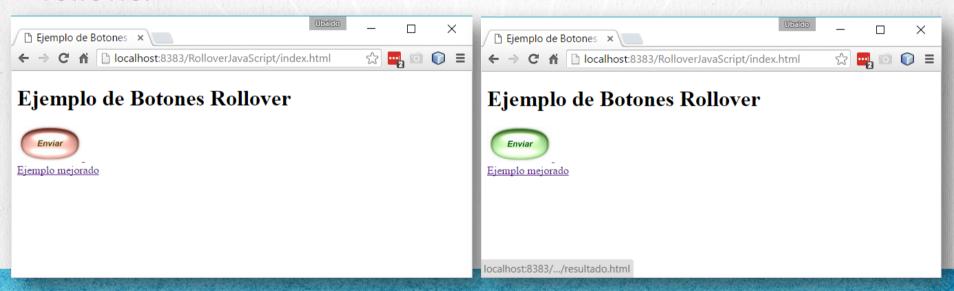


### index.html:

```
<!DOCTYPE html>
< html>
    <head>
        <meta charset="UTF-8">
        <title>Example of Rollover Buttons</title>
        <link rel="stylesheet" type="text/css" href="styles.css">
    </head>
    <body>
        <h1>Example of Rollover Buttons</h1>
        <a href="result.html"
           onmouseover="document.button.src = 'button on.jpg'"
           onmouseout="document.button.src = 'button off.jpg'">
            <imq src="button off.jpg" name="button" alt="button"/>
        \langle a \rangle
        <br/>
        <a href="improved.html">Improved Example</a>
    </body>
</html>
```

### 13. EXECUTE THE PROJECT

We execute the project, and when we put the cursor on the button, the event is activated and the color button changes as follows:



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### **EXERCISE CONCLUSION**

With this exercise we have put into practice the concept of Rollover, and with this we can add it to any of our html forms.

We saw two examples, one using html events directly and the other hiding more the code and adding JavaScript functions to manage the change of images.



### **ONLINE COURSE**

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