Web ICP 4

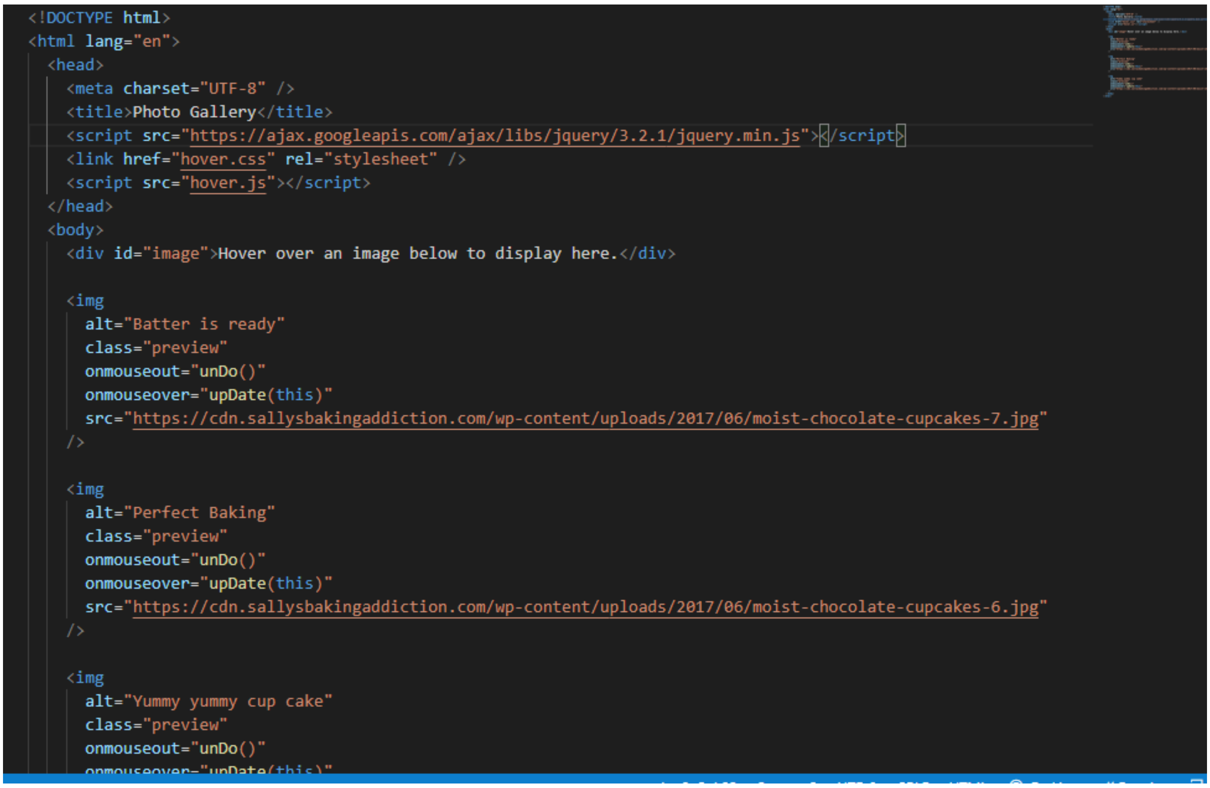
In this class we discussed on topics of JavaScript and jQuery

1.Hover image

I have added jquery cdn to the head section of the document.

So that I can make use of jquery in the script.js file

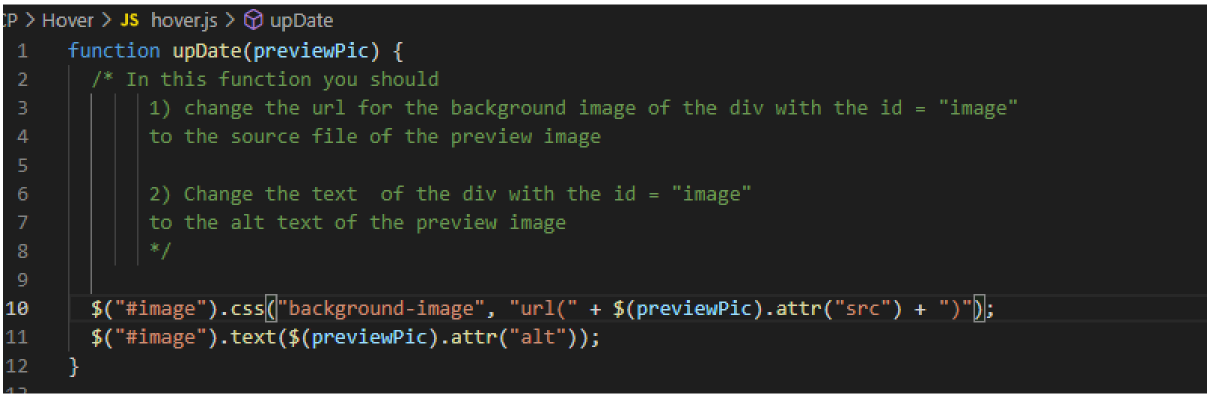
There are no much changes other than this in the html file.



```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <title>Photo Gallery</title>
    <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.2.1/jquery.min.js"></script>
    <link href="hover.css" rel="stylesheet" />
    <script src="hover.js"></script>
  </head>
  <body>
    <div id="image">Hover over an image below to display here.</div>

    <img
      alt="Batter is ready"
      class="preview"
      onmouseout="unDo()"
      onmouseover="upDate(this)"
      src="https://cdn.sallysbakingaddiction.com/wp-content/uploads/2017/06/moist-chocolate-cupcakes-7.jpg"
    />

    <img
      alt="Perfect Baking"
      class="preview"
      onmouseout="unDo()"
      onmouseover="upDate(this)"
      src="https://cdn.sallysbakingaddiction.com/wp-content/uploads/2017/06/moist-chocolate-cupcakes-6.jpg"
    />

    <img
      alt="Yummy yummy cup cake"
      class="preview"
      onmouseout="unDo()"
      onmouseover="upDate(this)"
```

In the script.js file when user hovers on any image then this method will be called – upDate()

We are passing the mouseover event to this method so that the image which is hovered will get referenced here.



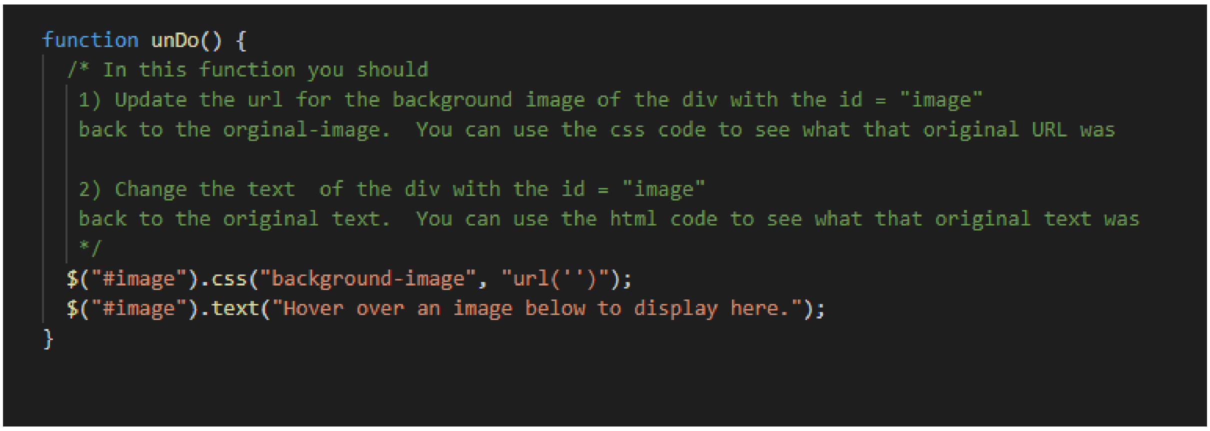
```
function upDate(previewPic) {
  /* In this function you should
     1) change the url for the background image of the div with the id = "image"
     to the source file of the preview image

     2) Change the text  of the div with the id = "image"
     to the alt text of the preview image
     */

  $("#image").css("background-image", "url(" + $(previewPic).attr("src") + ")");
  $("#image").text($(previewPic).attr("alt"));
}
```

Using jQuery getting the image id reference and then added the background image using css() method of jQuery.

This previewPic contains all the details of the hovered image like src, alt e.t.c

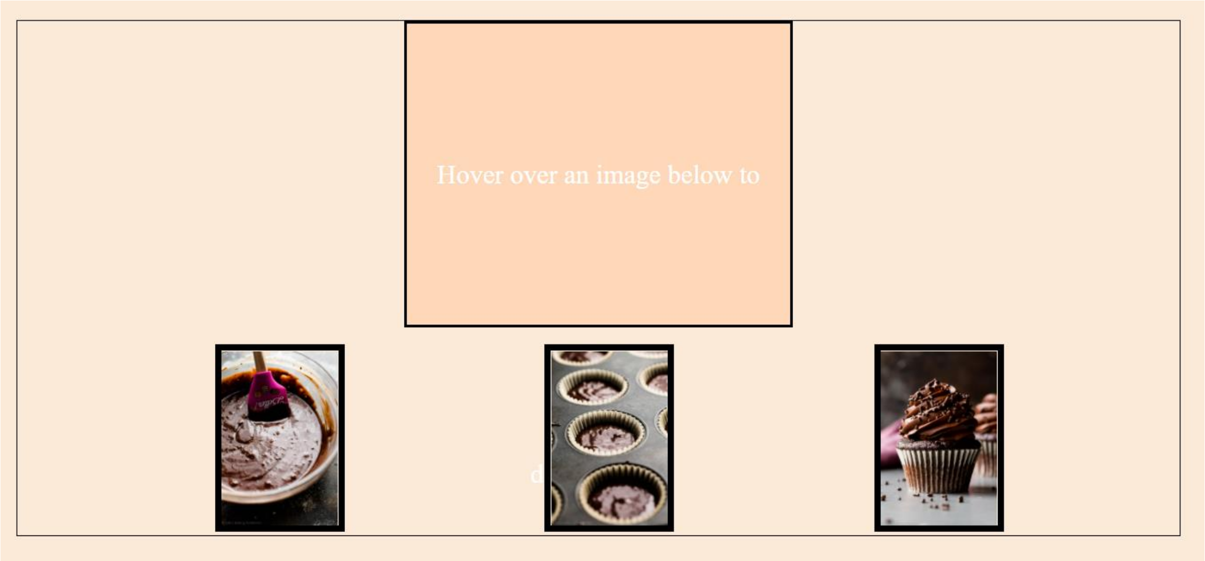
Similarly set the text to the image using text() method.

On mouseOut – undo() method will be called. And here we are resetting the image background and alt text as below.



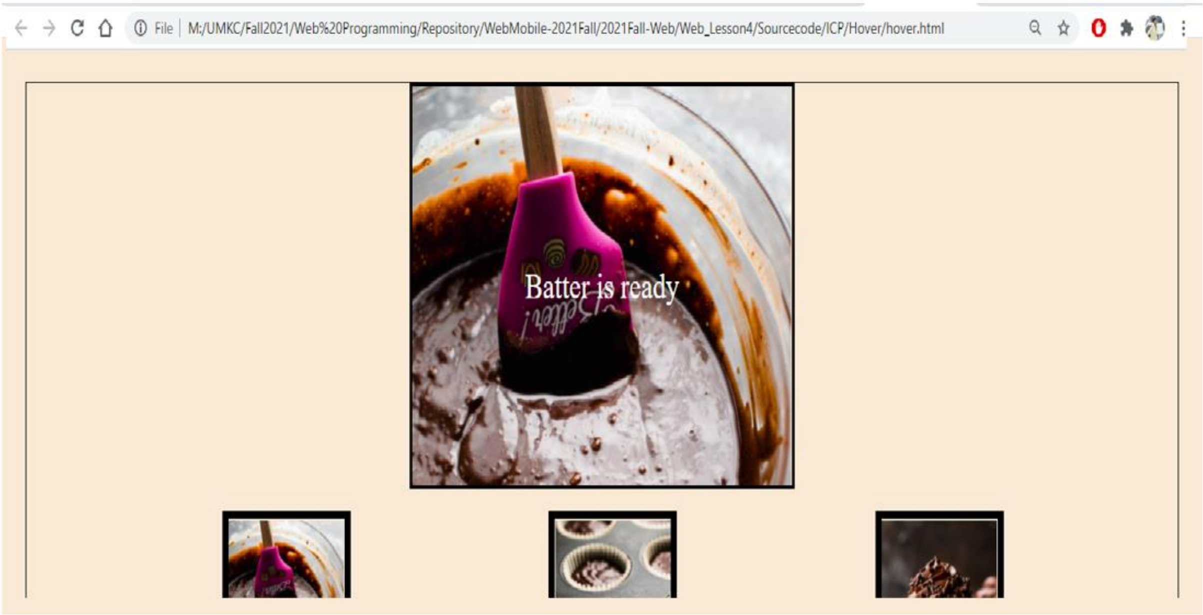
```
function unDo() {
  /* In this function you should
   1) Update the url for the background image of the div with the id = "image"
   back to the orginal-image.  You can use the css code to see what that original URL was

   2) Change the text  of the div with the id = "image"
   back to the original text.  You can use the html code to see what that original text was
   */
  $("#image").css("background-image", "url('')");
  $("#image").text("Hover over an image below to display here.");
}
```

OUTPUT:



Hover over an image below to

When hovered on one of the image



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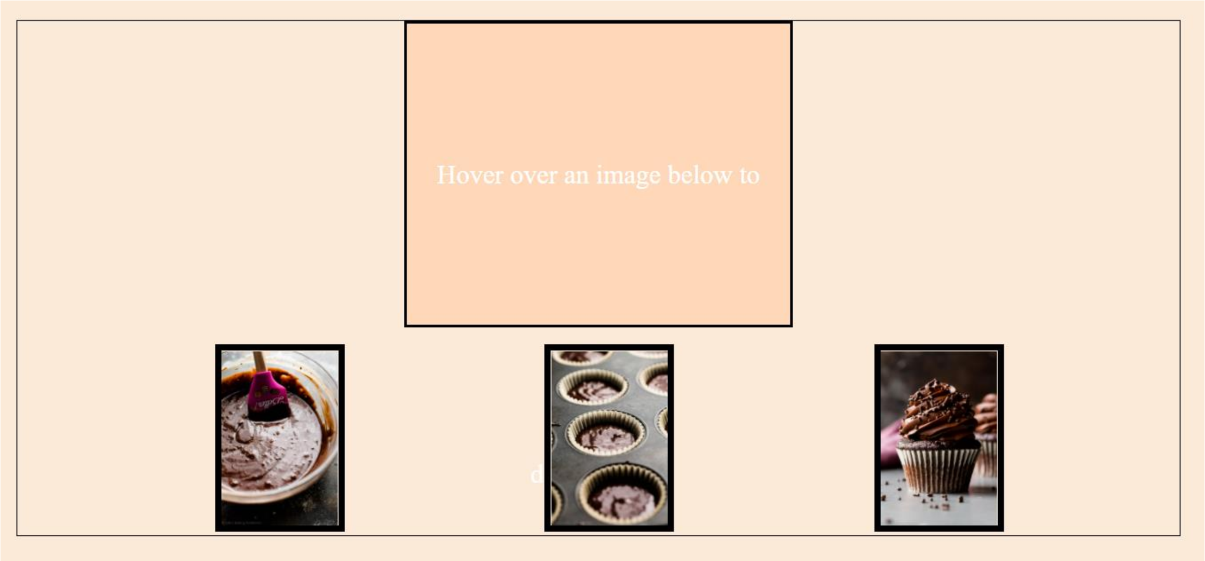
Batter is ready

When user removes hover from the image

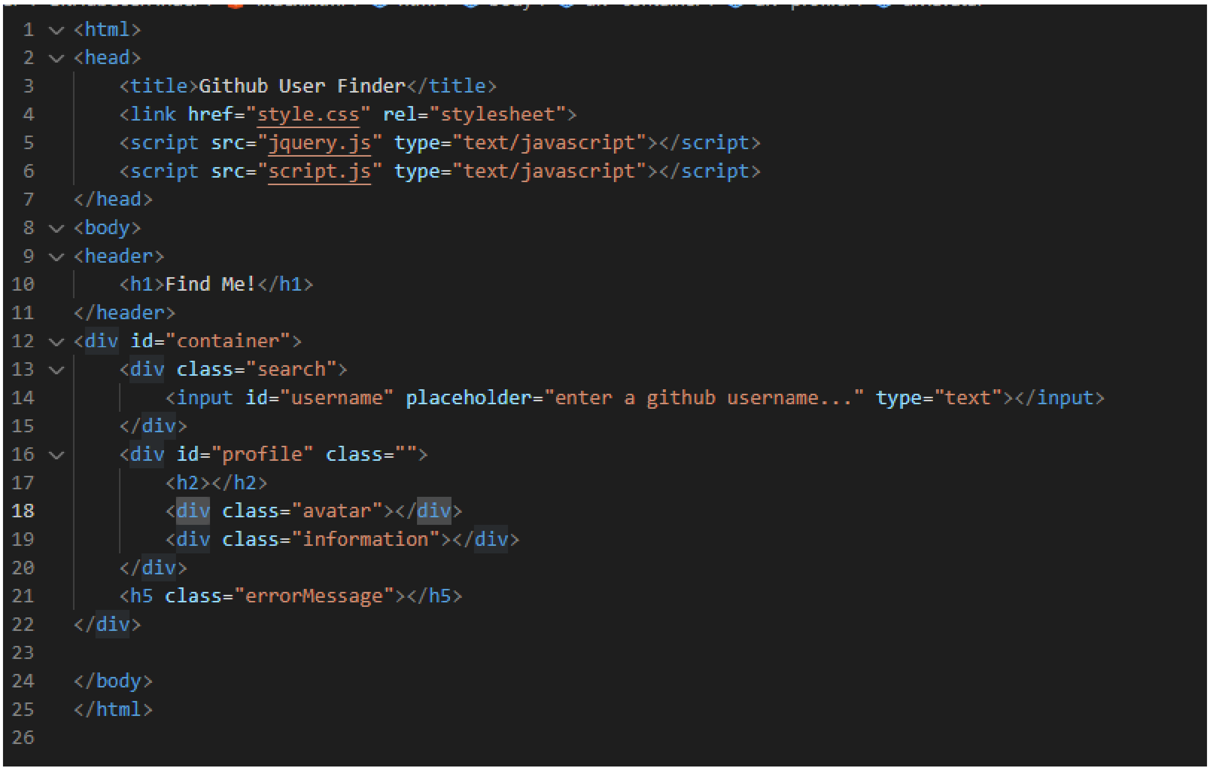


Hover over an image below to

TASK 2: Github User Finder

In this task a new XMLHttpRequest is created when user hits enter in the input text area which is having id “username”

Here is the html file



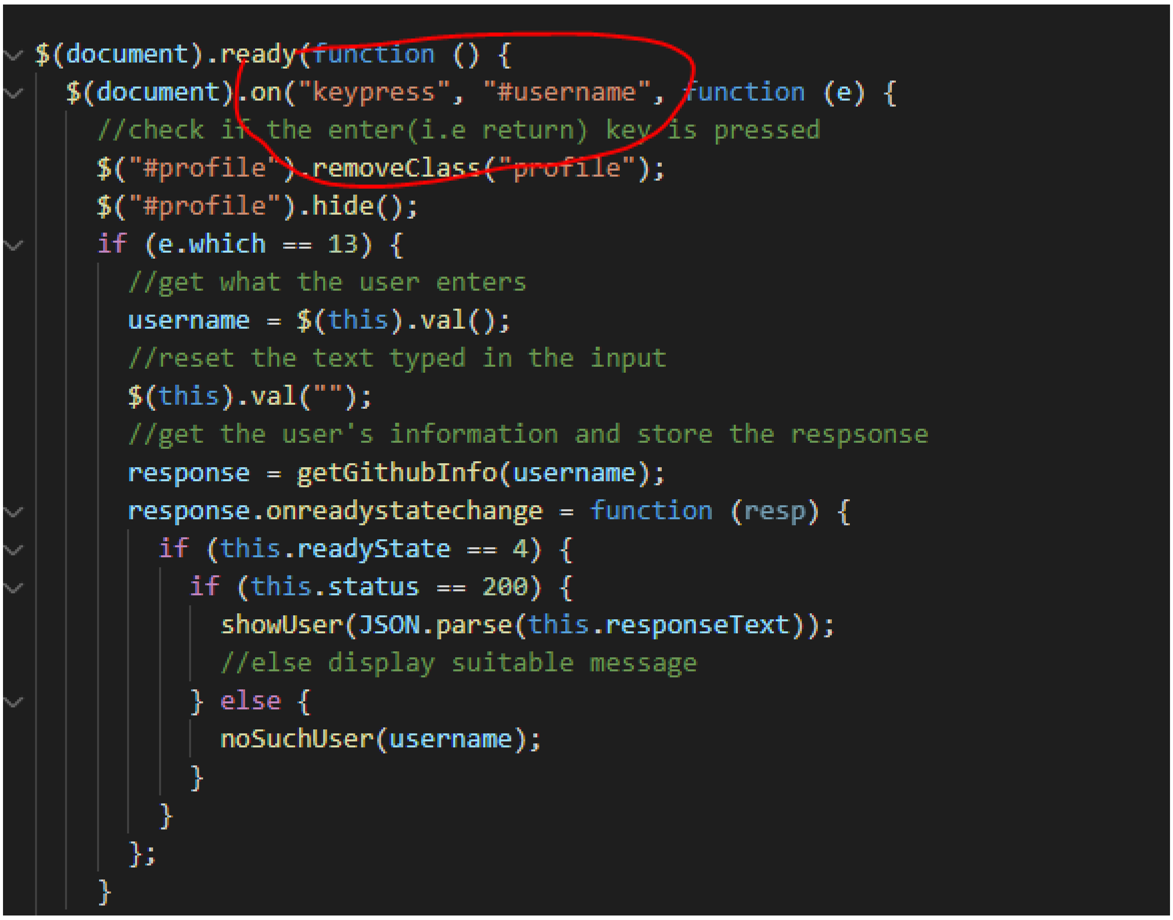
```
<html>
<head>
    <title>Github User Finder</title>
    <link href="style.css" rel="stylesheet">
    <script src="jquery.js" type="text/javascript"></script>
    <script src="script.js" type="text/javascript"></script>
</head>
<body>
<header>
    <h1>Find Me!</h1>
</header>
<div id="container">
    <div class="search">
        <input id="username" placeholder="enter a github username..." type="text"></input>
    </div>
    <div id="profile" class="">
        <h2></h2>
        <div class="avatar"></div>
        <div class="information"></div>
    </div>
    <h5 class="errorMessage"></h5>
</div>

</body>
</html>

```

Here we have a container to set the layout for the entire page. There is a input text field inside an search element.

When user types something in this text field, a jQuery document.on method will be called. Here is the demo for this



```
$(document).ready(function () {
  $(document).on("keypress", "#username", function (e) {
    //check if the enter(i.e return) key is pressed
    $("#profile").removeClass("profile");
    $("#profile").hide();
    if (e.which == 13) {
      //get what the user enters
      username = $(this).val();
      //reset the text typed in the input
      $(this).val("");
      //get the user's information and store the respsonse
      response = getGithubInfo(username);
      response.onreadystatechange = function (resp) {
        if (this.readyState == 4) {
          if (this.status == 200) {
            showUser(JSON.parse(this.responseText));
            //else display suitable message
          } else {
            noSuchUser(username);
          }
        }
      };
    }
```

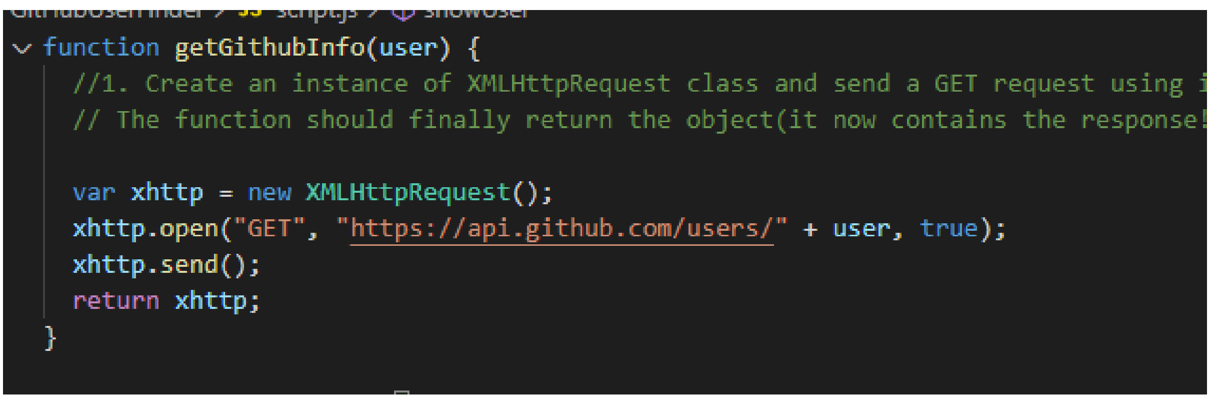
After this when user hots enter button the program logic will enter if class. Here ASCII code for enter key is 13.

So the text that’s entered by the user will be stored in a variable username and then we are clearing the input text field.

With this user input as a parameter getGithubInfo() method will be called where there is a new ajax call getting created.

We can use XML HTTP request method, $.ajax method and even other third party plugins to make an asynchronous calls.

Here I have used XML HTTP request method for making an ajax call.

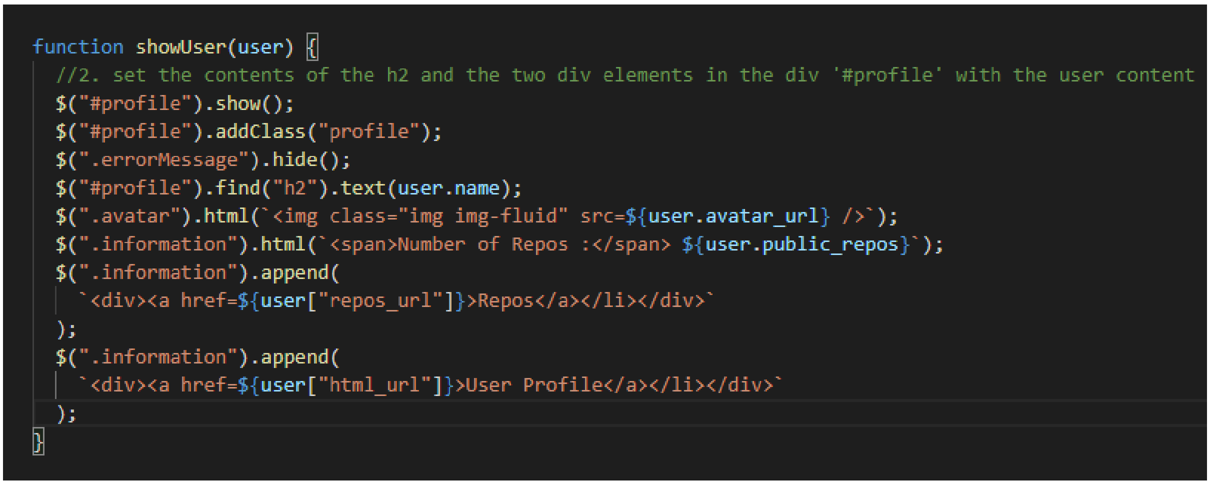


```
function getGithubInfo(user) {
    //1. Create an instance of XMLHttpRequest class and send a GET request using i
    // The function should finally return the object(it now contains the response!

    var xhttp = new XMLHttpRequest();
    xhttp.open("GET", "https://api.github.com/users/" + user, true);
    xhttp.send();
    return xhttp;
}
```

Xhttp.open opens a connection to the requested url and xhttp.send() sends the request.

After getting the user response successfully I have displayed the user information to the profile content.

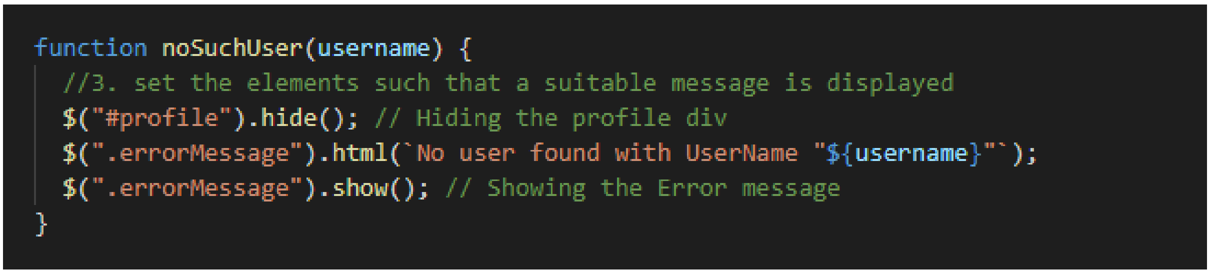


```
function showUser(user) {
  //2. set the contents of the h2 and the two div elements in the div '#profile' with the user content
  $("#profile").show();
  $("#profile").addClass("profile");
  $(".errorMessage").hide();
  $("#profile").find("h2").text(user.name);
  $(".avatar").html(`<img class="img img-fluid" src=${user.avatar_url} />`);
  $(".information").html(`<span>Number of Repos :</span> ${user.public_repos}`);
  $(".information").append(
    `<div><a href=${user["repos_url"]}>Repos</a></li></div>`
  );
  $(".information").append(
    `<div><a href=${user["html_url"]}>User Profile</a></li></div>`
  );
}
```

In the html I have added a errormessage class so that when there is an error I will make use of this element ot display instead of profile.

Show() and hide() methods will add and remove elements from the DOM.

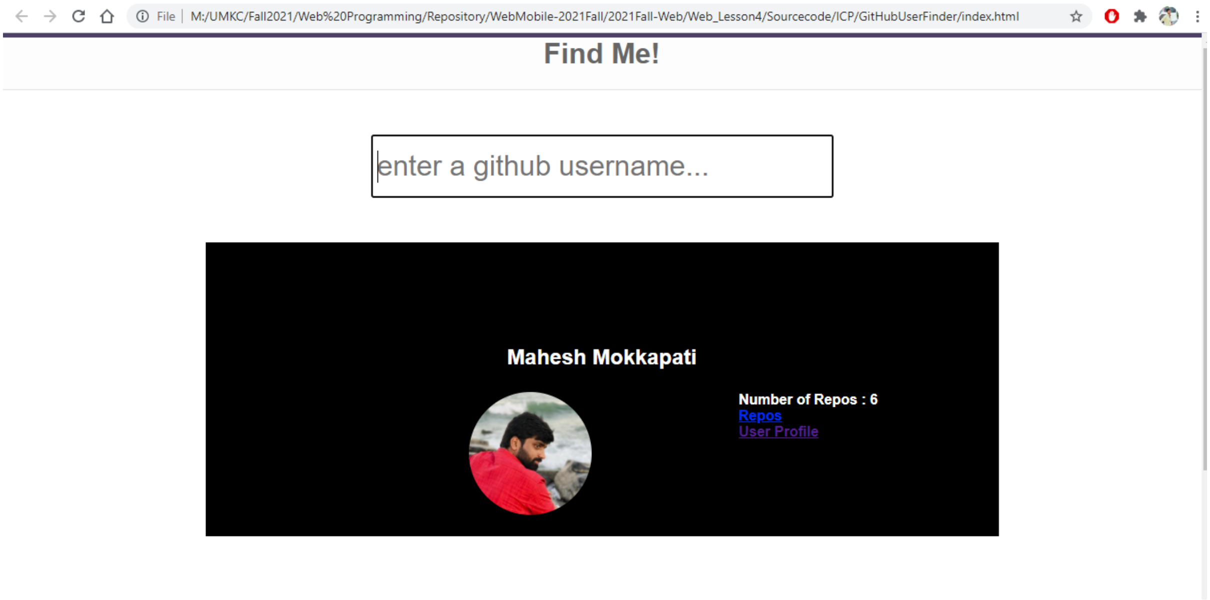
When the request status is not 200 then this noSuchUser() method will be called.



```
function noSuchUser(username) {
  //3. set the elements such that a suitable message is displayed
  $("#profile").hide(); // Hiding the profile div
  $(".errorMessage").html(`No user found with UserName "${username}"`);
  $(".errorMessage").show(); // Showing the Error message
}
```

Here am displaying the error message and hiding the profile section.

OUTPUT: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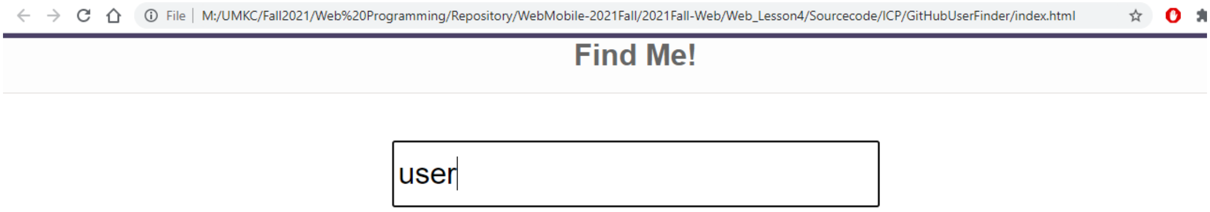
Find Me!

enter a github username...

Mahesh Mokkapati

Number of Repos : 6
Repos
User Profile

When user inputs anything into the text field again profile section is removed from the DOM.


File
M:/UMKC/Fall2021/Web%20Programming/Repository/WebMobile-2021Fall/2021Fall-Web/Web_Lesson4/Sourcecode/ICP/GitHubUserFinder/index.html

Find Me!

user