**Blue Bunny**

A picture containing background pattern

Description automatically generated

1. Start an html file, add a title John Smith’s Blue Bunny (with John Smith replaced by your name).
2. Add an HTML comment with your name.
3. Give the page’s body a non-default background and a non-default color (for the font).
4. Put a header at the top of the page reading John Smith’s Blue Bunny (with John Smith replaced by your name).
5. Place a button under the header that says "Start Hopping".
6. Place an image element (with the src attribute set to bb1.gif) on the page. Give it an inline style (within the img tag) as follows

style="position:absolute; width:120px; left:50px;"

1. Start a script area and place a comment with your name at the top.
2. Declare and initialize **global** variables for the time (let t=0) and change (let delta=10).
3. Use the code the following code to determine the width of your webpage

pageWidth = parseInt(window.innerWidth);

1. When the button is clicked (when it says "Start Hopping"), start a repeating timer with an interval of 20 milliseconds. Change the value of the timer to say "Stop Hopping".
2. If the button is clicked when it says "Stop Hopping" it should stop the timer, and it should set the value back to "Start Hopping"
3. The function called by the timer should
   1. increment time t by 1
   2. Add the "change" variable delta to the image element's style's left attribute. Make it the new value for the left. Don't forget to remove the unit (parseInt) to do the math and add it back in (concatenate) when assigning the new value. This should, initially, move the image to the right.
   3. If the image goes off screen on the right (when the left is greater than the pageWidth), change the image to bb2.gif and set delta to -10. Now the element should move to the left.
   4. If the images goes off the screen on the right (when the left is less than the negative of the image's width), change the image back to bb1.gif and set delta to +10. The element should move to the right.
   5. Perform the following calculation

mytop = 300- 100\*Math.abs(Math.cos(0.1\*t))

and set the image element's style top to mytop (don't forget the unit). This should add an up-and-down motion to the image. (It should be hopping.)