

# Assignment Name: JavaScript Video Basics

Due Date: See Canvas

## Goals:

You have been given a starter HTML file, JS file and additional assets. You will edit the .js file and make a small edit to the HTML to properly link the js file. There is no need for a default stylesheet. You may NOT change the file names.

## Objectives:

1. Demonstrate ability to access and modify HTML general DOM elements.
2. Demonstrate ability to add eventListeners
3. Demonstrate ability to access and modify a video element.
4. Demonstrate ability to use problem solve with JS operators to modify element attributes.
5. Demonstrate the ability to create output via the console.
6. Demonstrate ability to use JS to utilize existing code (particularly CSS code).

## Resources:

You are provided with a repo that contains the necessary html and css code, as well as a video file with transcripts. You will need to edit the js file to transform the original page to one that has the same functionality as our example. Remember, resource files often have a few bugs in them to provide an opportunity to debug and problem-solve.

<https://github.com/UMSIComplexWebDesign/hw7-2021>

Make sure to use the Canvas resources on the video DOM and listeners!!

## Requirements:

01. All files and folders present, HTML in proper format, no styles in HTML, etc. Do not make any changes to the html unless it is to fix validation errors and/or link to the javascript. **Do not add any classes or ids.**
02. Validate all of the code - do this throughout the entire process.

### The following functionalities must be implemented:

Elements	Objective
Play Button	Play the video and update the volume information.
Pause Button	Pause the video.
Slow Down	Slow the current video speed by 5% each time the button is clicked and <b><i>log the new speed to the console.</i></b>
Speed Up	Increase the current video speed by each time the button is clicked and <b><i>log the new speed to the console.</i></b> Change it by an amount proportional to the slow down.
Skip Ahead	Advance the current video by 15 seconds. If the video length has been exceeded - go back to the start of the video. Log the current location of the video and play the video.
Mute	Mute/unmute the video and update the text in the button.
Volume Slider	Change the volume based on the slider and update the volume information.
Styled	Utilize the existing oldSchool class on the video element
Original	Remove the oldSchool class from the video.

### Example:

You can see an example of the program in action in Canvas.

### Tips!

1. IMPORTANT!!! The video format for the video homework will not play in many versions of Safari. Please develop in Chrome or Firefox. The autograder will ONLY be testing in Chrome, not two browsers.
2. Look things up! W3schools has a great HTML Audio/Video DOM Reference so does <https://www.html5rocks.com/en/tutorials/video/basics/>

3. Many of these functions alter more than one DOM element - many update the volume information as well as the video element - make sure you check your code carefully.
4. Make sure that “speed up” is the reverse of “slow down”. (So if you hit slow down then speed up you should be back at the original speed.)
5. Don’t forget the resource from the readings [HTML Audio/Video DOM Reference](#)

## Submission Requirements:

1. Submit link to working demo repo in canvas. We want to see the deployed page, not the code so the URL should be  
**`http://www.<your-user-name>.github.io/homework7-2021`**

## Deeper Questions...

1. Can you add something that shows the current runtime of the video?
2. Can you have the video element show a thumbnail?
3. Can you use a different video and get it to work?
4. Is your player accessible? Including the slider?  
<https://developer.mozilla.org/en-US/docs/Learn/Accessibility/Multimedia>