

## Task 1

```
labs > lab7 > lab07.html > html
1   <!DOCTYPE html>
2   <html lang="en">
3
4   <head>
5       <!-- All techy stuff goes here, inside HEAD -->
6       <meta charset="UTF-8">
7       <meta name="viewport" content="width=device-width, initial-scale=1.0">
8       <!-- Overall title of your page -->
9       <title>Lab 5</title>
10      <!-- Link to external CSS file -->
11      <link rel="stylesheet" href="lab07.css">
12      <!-- jQuery library -->
13      <script src="https://code.jquery.com/jquery-3.7.1.min.js"></script>
14      <!-- Link to external JavaScript file -->
15      <script src="lab07.js" defer></script>
16  </head>
17
18  <body>
19      <!-- Main content goes here, inside BODY -->
20      <h1>Lab 7</h1>
21      <div class="nice-block"><span>more</span>
22      <p>No, it's definitely struggling. We need to perform section transversalis;
23      </div>
24      <div class="nice-block"><span>more</span>
25      <p>I *know* what to do. Those who favour hard logic or direct action are bo
26      </div>
27      <div class="nice-block"><span>more</span>
28      <p>You're a liar, and a thief. Who is going to believe you if you cannot be
29      </div>
30  </div>
31
32  </body>
33
34  </html>
```

```
labs > lab7 > JS lab07.js > ⏺ click() callback
1   $(".nice-block span").click(function () {
2
3     $(this).parent().toggleClass("more");
4
5     if ($(this).html() == "more") {
6       $(this).html("less");
7     } else {
8       $(this).html("more");
9     }
10
11 });

```

```
labs > lab7 > lab7.css > ↗ less
1  .nice-block {
2    height: 40px;
3    overflow: hidden;
4    width: 100px;
5    padding: 10px;
6    background: #pink;
7    margin: 20px;
8  }
9
10 .less {}      Do not use empty rulesets
11
12 .more {
13   height: auto;
14   overflow: visible;
15 }
16
17 .nice-block span {
18   cursor: pointer;
19   color: #darkviolet;
20 }
```

# Lab 7

more

No, it's

less

I \*know\* what to do. Those who favour hard logic or direct action are bound to be misguided. Only a miracle can set us free without having to destroy something- and I can do miracles. Just let me.

more

You're a liar,

JS selects the source of the click with \$(this) and adjusts the css tag to be expanded or retracted. The word is changed simply by adjusting the html contents of the span at the top of the block, an elementary if-then-else statement. If it's 'more,' change to 'less,' otherwise it's 'more.'

## Task 2

```
environ > env05.html > html > body > div.flex-container > div#imgOutput2
  1  <!doctype html>
  2  <html xmlns="http://www.w3.org/1999/xhtml" lang="en-EN">
  3
  4  <head>
  5      <!-- All techy stuff goes here, inside HEAD -->
  6      <meta charset="UTF-8">
  7      <meta name="viewport" content="width=device-width, initial-scale=1.0">
  8      <!-- Overall title of your page -->
  9      <title>Natasha's Inner World</title>
10      <!-- Link to external CSS file -->
11      <link href="env05.css" rel="stylesheet" type="text/css" />
12      <!-- jQuery library -->
13      <script src="https://code.jquery.com/jquery-3.7.1.min.js"></script>
14      <!-- Link to external JavaScript file -->
15      <script src="env05.js" defer></script>
16
17  </head>
18
19  <body>
20
21      <!-- Introduction -->
22      <div id="output" class = "output"></div> -->
23      <div id="debugOutput" class="character-introduction"></div> -->
24      <p>
25          "For years, each night I've fallen asleep, there has been a chance I find myself dreaming in an unfamiliar landscape.  

26          It was a strange, uncanny yet persistent environment that stayed mostly consistent each time I'd visit. Across several nights of effort, I mapped out most of it for my own amusement."  

27          "I'd like invite you to join me now, to explore it together."
28      </p>
29
30      <!-- Images -->
31      <div class="flex-container">
32          <div id="imgOutput1" onclick = "imgOutputClicked(this)"></div>
33          <div id="imgOutput2" onclick = "imgOutputClicked(this)"></div>
34      </div>
35      <div class="flex-container">
36          <div id="output1" class="character-introduction"></div>
37          <div id="output2" class="character-introduction"></div></div>
38
39
40      <!-- Location Context -->
41      <div id="outputDescription"></div>
42      <div id="outputLocation" class="location-details"></div>
43      <div id="outputInhabitants" class="location-details"></div>
44      <button id="Wander">Wander away...</button><br>
45
46
47
48
49  </body>
50
51 </html>
```

Only adding the js code changes here, since the document is way too large for a screenshot or two.

```
function imgOutputClicked(element) {
    $(element).animate({height: '+=100px'}, "slow");
    $(element).animate({height: '-=100px'}, "slow");
};
```

```
137
138 $(document).ready(function() {
139     $("#imgOutput1").hover(function(){
140         $(this).css("opacity", 0.5)
141     }, function(){
142         $(this).css("opacity", 1)
143     });
144     $("#imgOutput2").hover(function(){
145         $(this).css("opacity", 0.5)
146     }, function(){
147         $(this).css("opacity", 1)
148     });
149 });
```

CSS is unmodified.

```
environ > # env05.css > ↵ #hank
1  BODY {
2    background: #f5e4a1;
3    padding: 50px;
4    background-size: cover;
5    background-attachment: fixed;
6    background-repeat: no-repeat;
7  }
8
9  p {
10   background-color: #eddeca;
11   padding: 10px;
12   border: 4px;
13   border-color: #bc8a1d;
14 }
15
16 #hank {
17   width: 300px;
18 }
19
20 #lahdi {
21   width: 250px;
22 }
23
24 #lac {
25   width: 500px;
26 }
27
28 #boundaryman {
29   width: 300px;
30 }
31
32 .flex-container {
33   display: flex;
34   flex-direction : row;
35   justify-content: space-evenly;
36   flex-wrap: nowrap;
37   align-items: flex-end;
38 }
39
40 .character-introduction {
41   background-color: #fffef9;
42   padding: 10px;
43   border: 4px;
44   border-color: #bc8a1d;
45 }
46
47 .location-details {
48   background-color: #edd4ca;
49   padding: 10px;
50   border: 4px;
```

"For years, each night I've fallen asleep, there has been a chance I find myself dreaming in an unfamiliar landscape. It was a strange, uncanny yet persistent environment that stayed mostly consistent each time I'd visit. Across several nights of effort, I mapped out most of it for my own amusement."

"I'd like invite you to join me now, to explore it together."



This is Hank. He is a Semi-robotic biped, standing at 10 feet.  
His favourite colour is: Blue

This is Lahdi. She is a Human(?), standing at 5.4 feet.  
Her favourite colour is: Green

Plenty of strange beings inhabit these lands. They're quite bizarre, forgive the depths of my unconscious for that. This one is named Hank. I don't know what he is, but he looks quite goofy. The other is Lahdi, a librarian and cartographer.

It's difficult to demonstrate the changes here. You need to click on the figures, and they'll jump a bit.

### Task 3

<https://natashamakani.github.io/ART101NEW/>

## Task 4

1. I had no challenges with Task 1! The most strenuous part was writing the paragraphs and finding something to fill them with.
2. For task 2, I wanted to make my little characters do a jump when you clicked on them. I also wanted them to be transparent when you hovered over them, so you can see more of the background behind. For a while, I struggled to get them to work because the 'left' or similar attributes wouldn't do anything despite registering clicks, so I instead opted to adjust their height.
3. Luna and I sent screenshots and thoughts to one another throughout our process, and she helped me get past a little snag early on.