

# Creative Computing

## Homework 6

### TV

Create a webpage that is a television set that plays gif files. The user can change the channel by pressing up and down on the keyboard. When you are on the highest channel and press “up” the stations loop around to the first. Same thing should happen when pressing down, loop to the last channel.

- Collect gif files from anywhere. [giphy.com](https://giphy.com) is good (tip: look for images with dimensions of similarly-shaped rectangles).
- Use an array to store *the channels*, which are actually strings that are image filenames. example:

```
var channels = ["planet-earth.gif", "adventuretime.gif", "monty-python.gif"];
```

- Keep track of which *channel* you are on. This variable will be a number - the index of the current array index. (0, 1, or 2 in my example above).
- Use the keyboard handler **document.onkeypress** to change the channel, and update the image with the new filename using **getElementById**

### Helpful Things

- You'll want to use if statements to find the up/down key inside your onkeypress function. **console.log(event)** to figure out details of an up or down key press.
- It's up to you how you want to display the image, use [background-image](#) or a regular image element like:
  - `<img>`, which case, update the src property **getElementById("my-image").src**
- It's not required, but the fullscreen TV effect is one way to make it nice. Scale up the image to be 100% of the screen. Stretching or cropping is okay.

### Extra Credit

- when you change the channel, a number appears in the corner of the screen, over the image, displaying the channel number.