

## SIMPLE BACKGROUND GALLERY - /32

### BEFORE WE START - SETUP /2

This assessment will be split into multiple files. So what I need you to do is have the following files ready.

- index.html
- index.css
- index.js
- menu.css
- menu.js

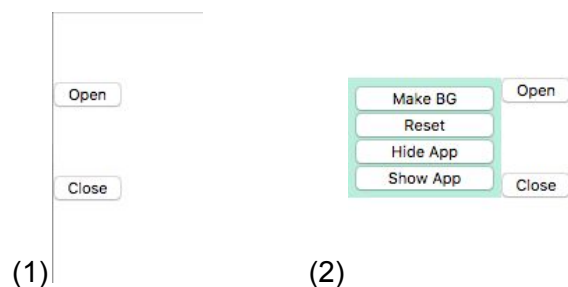
Make sure the imgs folder is in the same folder as the files.

### BEFORE WE START - HTML BASIC SETUP /3

In the index.html you will need to do the following so that we can start developing in separate files

- link index.css and menu.css
- src menu.js and index.js
- create 3 <div> components with ids
  - bg
  - app1
  - menu

### LEVEL 1a - MENU UI



Make sure you develop the styles in menu.css.

The menu <div> has 6 <button>s

- Make BG
- Reset
- Hide App
- Show App
- Open
- Close

The menu is in a **fixed position** off screen as shown in the 1st picture above. It's styles are

- -110px from the left
- 50px from the top
- 100px in width
- 5px padding
- and a background color of your choice

Except for the open and close buttons, all other buttons are 100% in width.

The open and close button are both in **absolute position**.

- Both are 50px in width
- Both are -50px from the right
- Open is at the top of 0px while Close is at the bottom of 0px

After building it properly, It should look like the 2nd picture *if it's not off screen*

### MARKS BREAKDOWN /5

- Lose ½ mark for every incorrect styles / html

### LEVEL 1b - MENU JS

Develop the script under menu.js

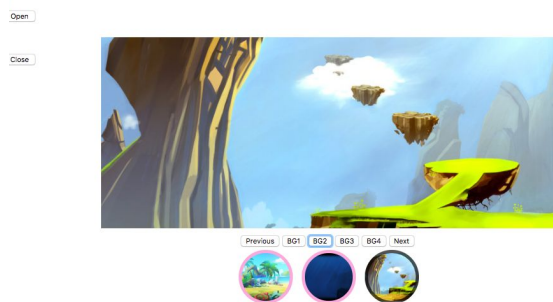
When Open <button> is clicked on, change the menu style's left to 0px.

When Close <button> is clicked on, change the menu style's left back to -110px

### MARKS BREAKDOWN /2

- changes left to 0px on open - /1
- changes left to -110px on close - /1

### LEVEL 2a - THE APP UI



The app1 <div> has quite a bit of items inside. So let's go over the structure. Inside the app1 <div> there are

- <div> id zoom
- <div> id controls

In the zoom <div>, there is another <div> id zoomcontrols. Inside the zoomcontrols <div>, there are

- <button> +
- <button> -

In the controls <div> there are

- <button> Previous
- <button> BG1
- <button> BG2
- <button> BG3
- <button> BG4
- <button> Next
- <br />
- <div> id ch1, class bgthumbs
- <div> id ch2, class bgthumbs
- <div> id ch3, class bgthumbs

Here's a skeleton of the elements if you're still confused. In the app1 <div>

- zoom <div>
  - zoomcontrols <div>
    - <button> +
    - <button> -
- controls <div>
  - <button> Previous
  - <button> BG1
  - <button> BG2
  - <button> BG3
  - <button> BG4
  - <button> Next
  - ch1 <div> class bgthumbs
  - ch2 <div> class bgthumbs
  - ch3 <div> class bgthumbs

### MARKS BREAKDOWN /3

- Lose ½ mark for each incorrect UI

### LEVEL 2b - APP1 STYLES

The app1 <div> is in **fixed position** with the following styles

- 70vw width
- 70vh height
- completely centered with the center glitch

The zoom <div> is in **relative position** with the following styles

- 100% width

- 70% height
- background-size cover
- background-position center
- no repeating backgrounds
- margin-bottom 10px
- margin-left and margin-right both auto
- max-width of 100%
- max-height of 70%

The zoomcontrols <div> is in **absolute position** with the following styles

- right and top of 0
- 75px width
- display of none

The zoomcontrols <div>'s +/- buttons are both 100% width

The controls <div> only has a center text-align style

The class bgthumbs has the following styles

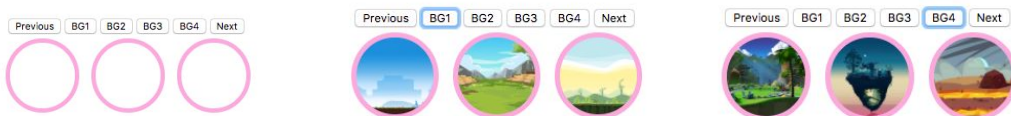
- inline-block display
- width and height of 75px
- 5px margin
- 100px border-radius
- a solid 5px border with a color of your choice
- no repeating background
- background-size cover
- background-position center

### MARKS BREAKDOWN /5

- Lose ½ mark for every incorrect style

**PROGRESS REPORT - 20/32 = 63%**

### LEVEL 3 - APP1 CONTROLS - SIMPLE JS



Interactions for BG1, BG2, BG3, and BG4 <button>s goes as follow

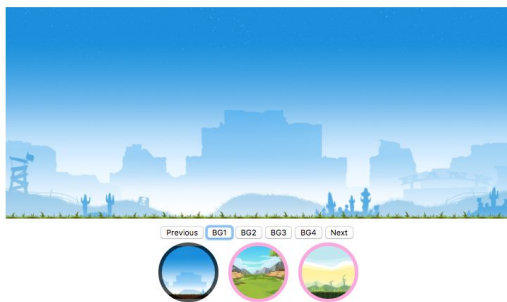
- When these <button>s are clicked on, change the background image of the bgthumbs <div>
- BG1 <button>
  - ch1 <div> -> i1.jpg

- ch2 <div> -> i2.jpg
  - ch3 <div> -> i3.jpg
- BG2 <button>
  - ch1 <div> -> i4.jpg
  - ch2 <div> -> i5.jpg
  - ch3 <div> -> i6.jpg
- ... and all the way to i12.jpg with BG4

### MARKS BREAKDOWN /4

- Each <button>'s click changes to the correct background image properly

### LEVEL 4a - APP1 ZOOM - SIMPLE JS



When the mouse enters bgthumbs <div>, change the zoom <div>'s background image to either

- ch1 <div>'s background image
- ch2 <div>'s background image
- or ch3 <div>'s background image

depending on which <div> it entered

The event listener is "mouseenter" instead of "click"

### MARKS BREAKDOWN /2

- Uses the correct listener to change background images
- Changes to the correct background image

### LEVEL 4b - MENU CONTROLS



You'll need to stylize the bg <div> before proceeding. The bg <div> has a **fixed position** with the following styles

- left and top of 0
- 100vw and 100vh in dimensions
- z-index of -1
- background-size of cover and a background-position of bottom

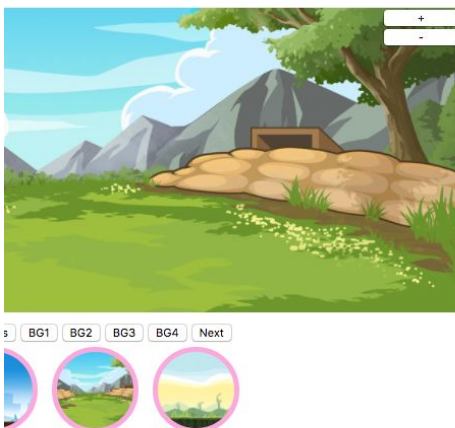
The buttons in the menu does the following

- Make BG
  - Changes the bg <div>'s background image with the zoom <div>'s background image
- Reset
  - Changes the bg <div>'s background image to "none"
- Show App
  - Changes the app1 <div>'s display to "block"
- Hide App
  - Changes the app1 <div>'s display to "none"

### MARKS BREAKDOWN /3

- Correct bg <div> styles /1
- Functional menu <button>s /2

### LEVEL 5 - SIMPLE CALCULATIONS - ZOOM



+/- <button>s shows up when you click on the zoom <div>

Clicking on the + <button> increases

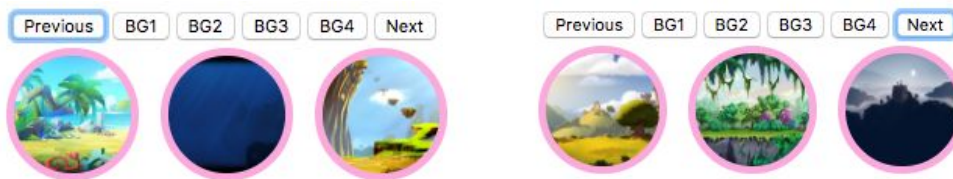
- the width of the zoom <div> by 10%
- the height of the zoom <div> by 7%

Clicking on the - <button> decreases

- the width of the zoom <div> by 10%
- the height of the zoom <div> by 7%

## MARKS BREAKDOWN /2

### LEVEL 6 - CHALLENGE - NEXT + PREVIOUS



Clicking on the next <button> goes to the next 3 images

- from (i1.jpg, i2.jpg, i3.jpg) -> (i4.jpg, i5.jpg, i6.jpg)

Clicking on the previous <button> goes to the previous 3 images

- from (i4.jpg, i5.jpg, i6.jpg) -> (i1.jpg, i2.jpg, i3.jpg)

## MARKS BREAKDOWN /1

### BONUS /1

Make it so that Next and Previous cycles. (After 12 it goes back to 1, or before 1 it goes back to 12). *HINT if/else*