Assignment 6

Part A

You are very involved in volunteer work at your local senior center. You decide to create a Web page similar to the Web page shown below with the file seniorlogo.png as an image map that links to five Web pages of your choosing.

Perform the following steps:

1. Using Paint or any other graphical editor of your choice, open the file provided below the assignment instructions.

2. Determine the x- and y-coordinates necessary to create three rectangular clickable areas and two polygonal areas (for Parcheesi and Poker) on the graphical image. (Hint: For the polygonal shapes, note the coordinates of each point, as discussed in the lecture.) Write down these coordinates for later use.

3. Create a new HTML file. Add the text links, as shown below the image map.

4. Insert the image seniorlogo.png. Use the usemap attribute usemap="#menubar" in the <img> tag.

5. Enter the <map> </map> tags required to create the image map named menubar.

6. Enter the <area> tags required to define three rectangular and two polygonal clickable areas on the seniorlogo.png image. Use the x- and y-coordinates determined in Step 2 and set the href attribute to any URL you like.

7. Add a navigation bar of text links at the bottom of the Web page. Include the special character ¦ in between the text links to display the broken vertical bar.

8. Save the HTML file as assign6a.htm. Validate the Web page using W3C.

Part B

Perform the following steps:

You are trying to help your Uncle Montego increase the reach of his home building business. To help him show people the quality of the construction, you will create a Web site with a home page similar to the following picture:
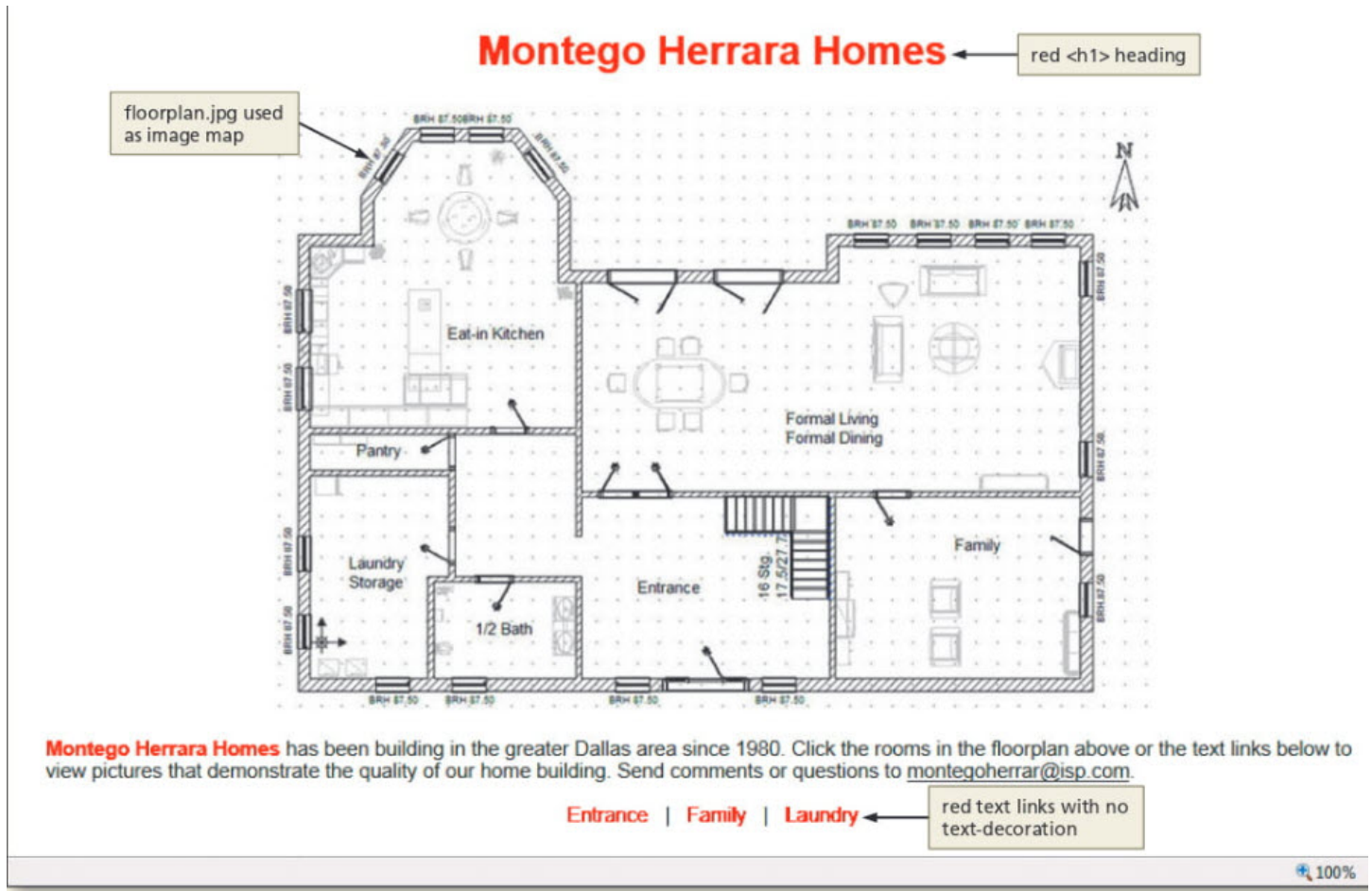
1. Using Paint or any other graphical editor of your choice, open the file provided below the assignment instructions.

2. Determine the x- and y-coordinates necessary to create three clickable areas on the map image. Use two rectangular-shaped areas for the Family room and the Entrance. Use a polygonal-shaped area for the Laundry Storage room. Write down these coordinates for later use.

3. Create a new HTML file.

4. Make all headings and links red. Insert left- and right-margins of 20 pixels. Make the text Arial 11 point font. Links should have no text-decoration. (Hint: Use an embedded style sheet for these styles.)

5. Begin the body section by adding the floorplan.jpg image, as shown in the picture.

6. Use the usemap attribute usemap="#menubar" in the <img> tag.

7. Enter the <map> </map> tags required to create the image map named menubar.

8. Enter the <area> tags required to define three clickable areas on the image floorplan.jpg. Use the x- and y-coordinates determined in Step 2 and set the href attribute to any URL you like when a link is clicked.

9. Save the HTML file as assign6b.htm. Validate the Web page.

Part C

1. Use the compass.gif image to create an image map. Create hotposts on the four corners (N, E, S, W) of the image.
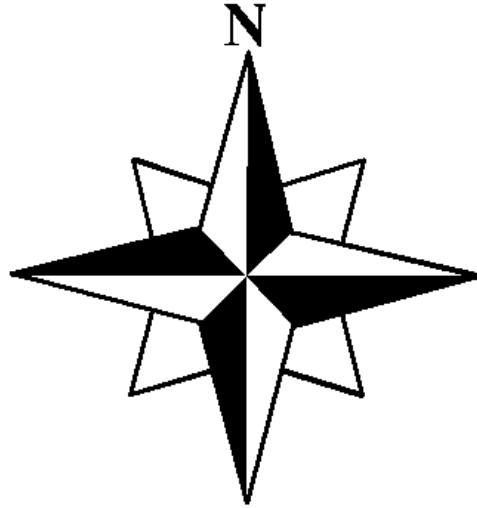
1. Each hotspot can link to any URL you want.

2. Name the web page assign6c.htm. Validate the Web page.

Make sure to turn in all three Web pages and the three images you have used.