Web Development – Mr. Turner

Image Gallery

**Project Overview**

An image gallery presents the user with a series of thumbnails. The user can click on any of the thumbnails to see a larger version of the image.

**The Page**

Set up the page by starting with a clean HTML template and adjusting it in the following ways:

1. Create an <h6></h6> tag.
   1. Inside the <h6></h6>, place a single <img /> tag. This image will represent the image selected by the user. It will change every time the user clicks on one of the thumbnails.
2. Create a <div></div> tag.
   1. Inside the <div></div> tag, create an <img /> tag for each of the included images. These represent the thumbnails.
3. Style your page so that it looks something like this picture.



In order to get the main image to change, you will need a reference to the <img /> element. Get the <img /> element object and store it in a Javascript variable.

In order to make the thumbnail images respond to the user, they must be made “clickable”, though the use of an onclick event. They should respond to the clicks by calling a function that changes the main image.

The attributes of an HTML element (such as id, src, etc…, but excluding event attributes) can be accessed through a Javascript by using the dot (.). An HTML attribute becomes a property of the Javascript object and its value is stored. Therefore, if you want to change the source of an <img /> element, you can do so by accessing src through the Javascript object.

myImageObject.src = someNewImage;

Pass the new image source into the function as a string and use it to update the main image.

Update the source of the main image based on the parameter.

**Bonus**

Add a caption to the main image that updates as the thumbnails are clicked.

**Programming Requirements**

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| * You must code your own HTML and CSS. Use of a drag and drop interface or the usage of code downloaded from the internet is not permitted. |
| * Use of deprecated code is not permitted. Use an HTML 5 reference as your guide. |
| * You must comment your name into the top of every page. |
| * Your code must be structured in a consistent and legible manner |
| * Your text must be organized through the use of sectioning tags (div, span, p, h1 – h6). Tables are acceptable for data but not for page design. |
| * Your interface must be smooth and easy to figure out for a client. |
| * Your pages must be formatted using CSS. |