

CSC 170 Lab 10: JavaScript

For this lab, you will take a set of HTML and CSS starter files and add JavaScript using three techniques: external; embedded; and event

Part 0: Setup

- Download the ZIP of starter files from the Lab 10 folder in the Lab Assignments folder of our Blackboard section, and expand the files on your computer or thumb drive into a folder named **lab10**

Part 1: Add an embedded script

- ☐ Near the bottom of the HTML document, just above the closing body tag, add an embedded JavaScript block using the `<script>` tag, and write a line of JavaScript that pops open a dialog box that says a message.
 - After you've confirmed that the pop-up dialog box works, you may comment-out the JavaScript inside the `<script>` tags using `"/"` (two slashes) at the beginning of the line.

Part 2: Connect to an external script

- ☐ Near the bottom of the HTML document, just above the embedded JavaScript you created in Part 1, using the `<script>` tag, connect an external JavaScript file named: **js/scripts.js**

Part 3: Use a JavaScript event to change an image

Apply the following events to the first IMG element near the top of the HTML document:

- ☐ Add the following JavaScript event to the image element to change the source (the "src") to **images/cat2.jpg** when a mouse hovers over that element
 - `onmouseover="this.src='images/cat2.jpg';"`
- ☐ Add the following JavaScript event to the *same image element* to change the source (the "src") to **images/cat1.jpg** when a moves out from hovering over that element
 - `onmouseout="this.src='images/cat1.jpg';"`

Part 4: Use JavaScript to run a function

- ☐ Within the second `<figure>` element in the HTML document, add an ID attribute to the image to uniquely identify it in the HTML document (you pick the name of the ID)
- ☐ Also add an ID attribute to the BUTTON element to uniquely identify it in the HTML document (you pick the name of the ID)
- ☐ In the attached JavaScript file, use the IDs you created to power the function named: **toggleElement(id)** ¹

Part 5: Check and Upload your Work

- ☐ Validate the HTML file (<http://validator.w3.org/>)

¹ There is one place where you have to plug-in the two IDs: near the top of the JS file

When you are done with your webpage, close everything and use an FTP tool (like *WinSCP*) to access your account on **urcsc170.org** and upload your files:

- ☐ In a web browser (any), go to this address to check your handiwork:
www.urcsc170.org/accountname/lab10/index.html
(where “*accountname*” is your account name)

Part 6: Report your work

- In our Blackboard section, in Lab 10, post a link to your webpage to receive credit for this Lab.