INFO3114 – Final Test

The following requirements refer to the HTML page found in the Final.zip file which you just unzipped. You should also find a folder called “Pictures” which contains a set of “jpeg” image files.

The grading criteria below is based on a maximum score of 60 as this makes it easy to adjust the value of the test to fit with the other grades for the term.

Grading Criteria:

Marks Available	What are the marks awarded for?	Mark Assigned
20	PicType Class completion	
10	for.. loop that loads the “objArray” array	
10	Changes to the “showHTML5Pic” function	
10	Changes to both “previousPic” and “nextPic” functions	
10	Proper zipped submission	
60	Total	

You have been given an “html” file that contains some of the code necessary to meet the exercise requirements. Your goal for the test is to:

- “Fill-in” the missing code based on the requirements listed below and the comments contained in the source code
- Debug the page so that it runs correctly

Note: The page as you receive it does not run

Begin by renaming the Final_Test.html page to <your first name>_Final_Test.html. For example: Jim_Final_Test.html.

This exercise requires you to make multiple changes to the original Final_Test.html page, based on the following list of requirements.

1. Finish the PicType class by adding in a constructor that takes three parameters (name, width and height) and creates three corresponding properties named _name, _width and _height. Also create a “getter” and a “setter” for each of the properties.

2. Find the “onload” event handler named “startMeUp” and then code up a “for.. loop” that will traverse the global array called “pics”. On each iteration of the loop, create a new PicType object using the current “pics” element value as the “name” property and default values of 256 and 192 for the “width” and “height” properties respectively. Finally, take the new object and “push” it into the global “objArray” array.

3. Find the “showHTML5Pic” function and add the single line of code required to draw the “canvas” version of the image using the “pic” version. Also, write the three lines of code necessary to fill the text boxes with the corresponding current object property values.

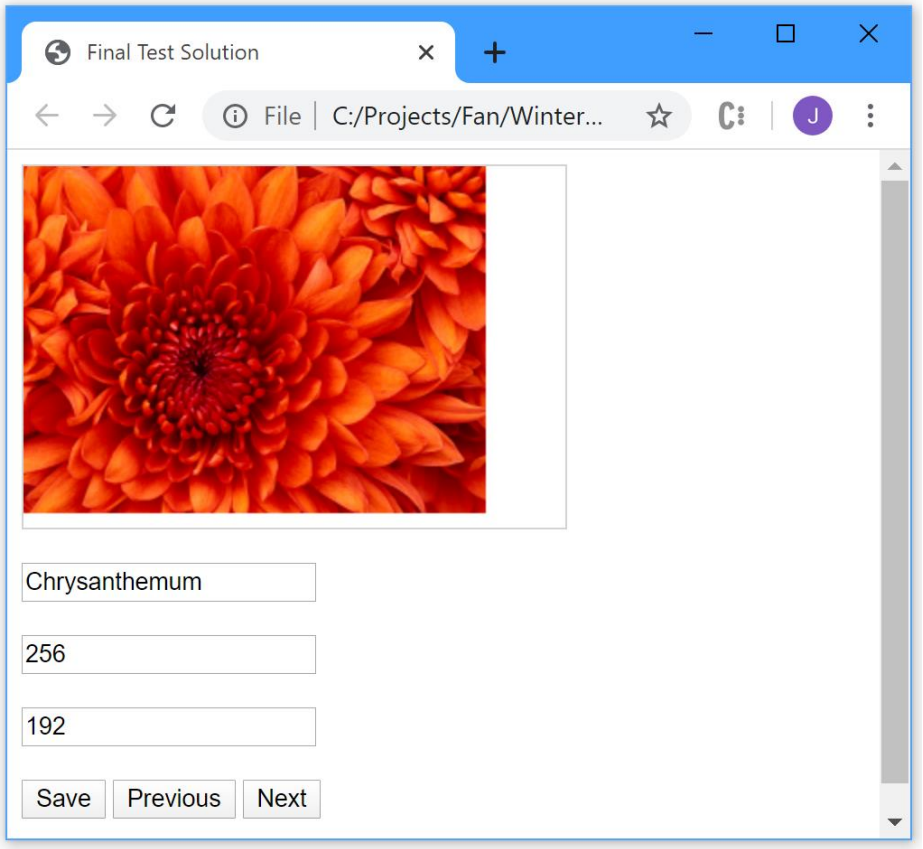
4. Find the last two functions, “previousPic” and “nextPic” and add the code required to:

    a. Update the “canvas" image.
    b. Load the three text boxes with property values from the current objArray object.

5. Test and debug your finished page so that it works in the same way as the version demonstrated as part of the included video.

When your work is completed, submit your HTML page as **a single zip file** to the submission folder “Final Test”.

Output:



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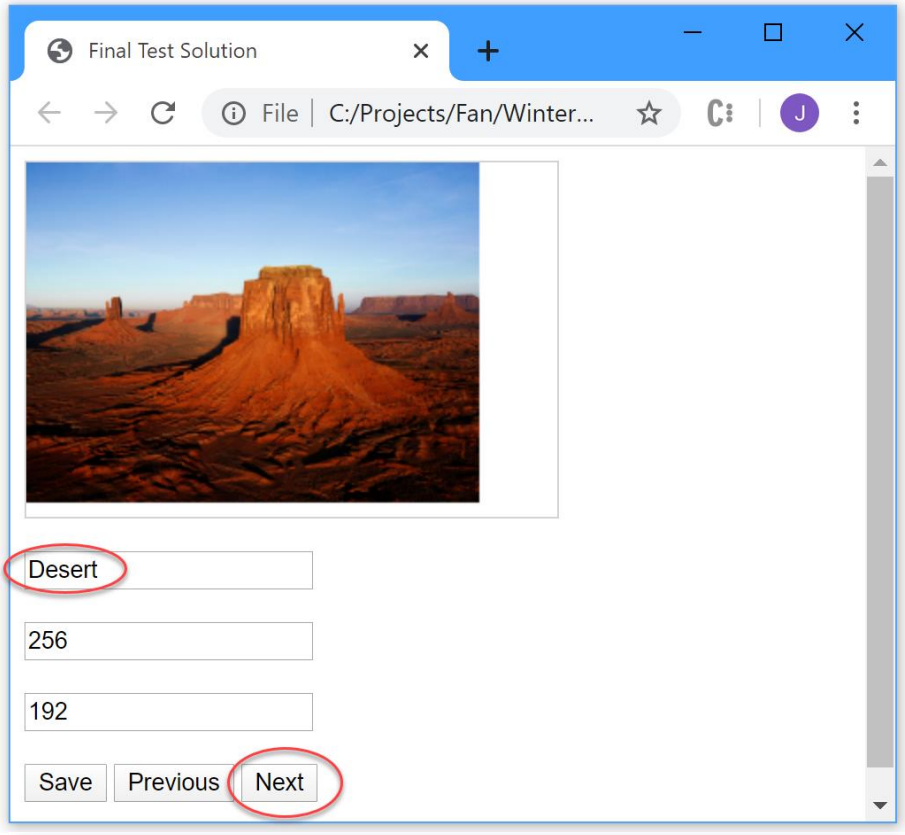

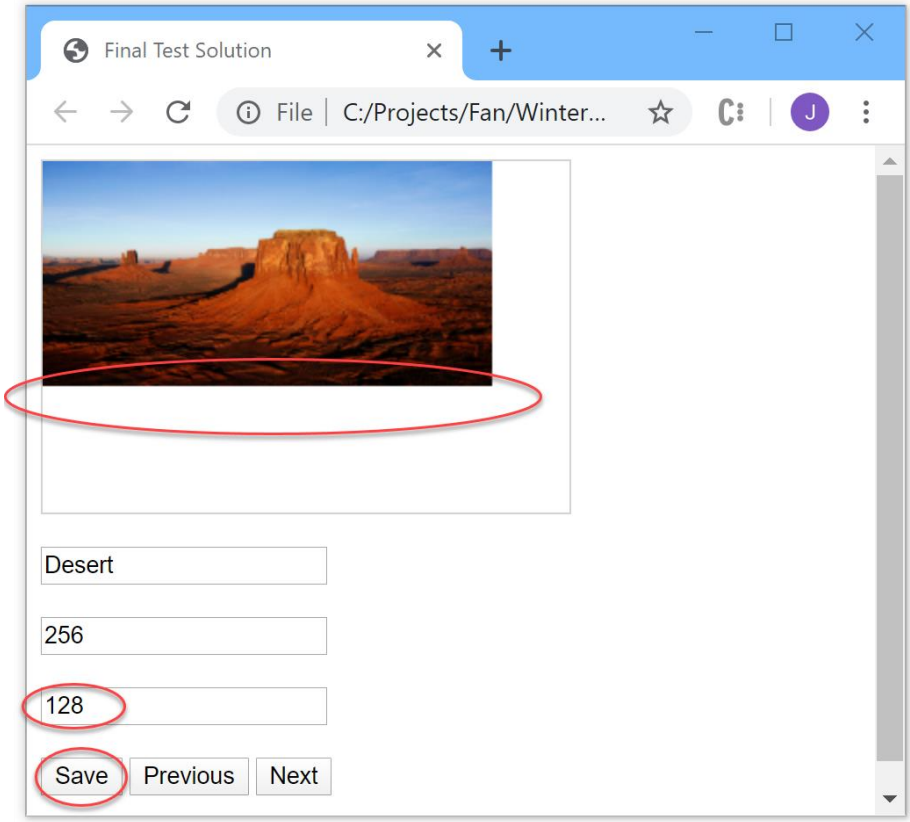

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