Web 2 - Assessment - JavaScript Coding Fundamentals   (40 Points)

Using the below HTML code, screenshot, and starting files, fill in the JavaScript code (following the comments on the next page as a guide) to create an image gallery using two event handlers (*older way*) to rollover the existing large image to a large image corresponding to the thumbnail (small) image that was moused over. When the thumbnail is moused off of, change the large image back to the original large image.

Note: no jQuery code should be used in this assessment!

The thumbnail (small) images are in a folder named **images/thumbs** while the larger corresponding images are in a folder named **images/bigPics**.
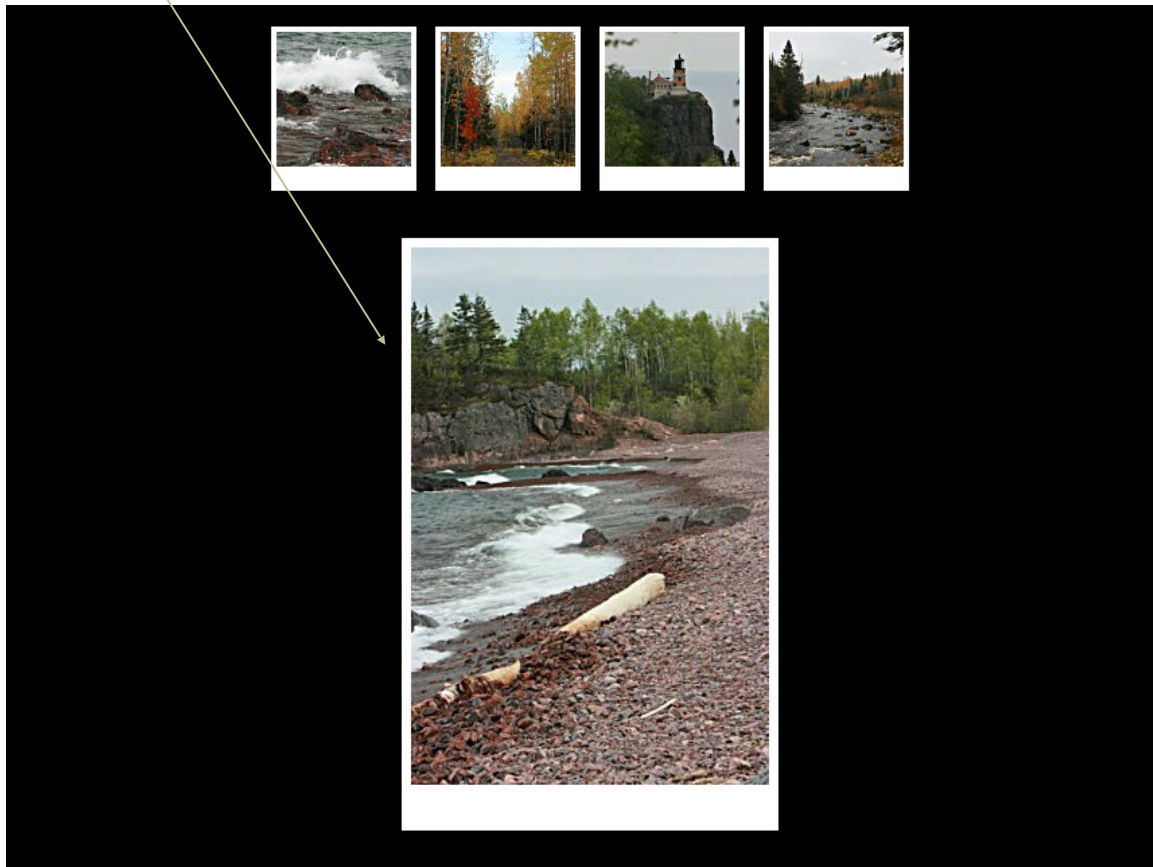
Use the **id attribute's value** from the moused-over thumbnail image as an *index* into the **picArray** array shown below to determine which larger image should be displayed.

Use this HTML code snippet for your work (already in **imageGallery.html** and the CSS is already set up in **css/assessment1.css**):

```
<div id="thumbnails">
      <img src="images/thumbs/thumb1.jpg" id="0">
      <img src="images/thumbs/thumb2.jpg" id="1">
      <img src="images/thumbs/thumb3.jpg" id="2">
      <img src="images/thumbs/thumb4.jpg" id="3">
</div>

<div id="container">
      <img src="images/bigPics/initialPic.jpg" id="bigPic">
</div>
```

Screenshot:

Use these comments to help with your JavaScript code:

```javascript
var ImageGallery = {

    init: function() {

        picArray = ["1", "2", "3", "4"];

        // Get reference to large image and store in variable
        // named canvas


        // Get reference to div#thumbnails and store in
        // variable named thumbsDiv



        // Set up a nodelist, named thumbs, containing
        // references to all <img> tags in div#thumbnails



        // Add mouseenter and mouseleave event handlers to
        // each thumbnail image in thumbs using a for loop.
        //
        // Set them up to call a method of our object called
        // newPic on mouseenter and a method called origPic
        // on mouseleave.

    },

    Mouse over Handler function name here: function() {

        // Get the value of the moused over object's id
        // attribute and store it in a variable named
        // imgNumber


        // Build the path to the image we want to rollover to
        // and store the path string in a variable named
        // imgPath


        // Rollover (change) the large image to the moused
        // over thumbnail's large image

    },

    Mouse off Handler function name here: function() {

        // Rollover the large image back to its original image

    }

};
```

Note you will need to call the **init()** method of the ImageGallery object to execute this code using the load event handler

Save your JavaScript code in a file named **imageGallery_yourUserName.js** in the provided **js** folder (make sure **yourUserName** is your CVTC username), zip

up all the files in a folder named **imageGallery_yourUserName**, and submit it via the provided **Dropbox** in Canvas.