

 UNIVERSITÉ DE BORDEAUX	<p>Licence Parcours International</p> <p><i>Web design & Data management</i></p> <p>Practicals</p>	<p>TP</p> <p>Javascript</p>
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NB : Start by downloading the images from the archive. This archive contains the images for the following exercises.

Exercise 1 : Events in Javascript

The goal of this exercise is to use Javascript by handling events in the webpage :

- Change the image when the user moves his mouse over it.
- Change the text when the text is clicked.

Exercise 1



Initial text without italic and red

HTML/CSS

Question 1 : When the page is loaded, the displayed image is 1.jpg and the text is normal (no font decoration). Add the tag to link the Javascript file in the HTML file.

Javascript

Question 2 : Create a function `setupListeners`. This function will contain the event listeners for each element, through `addEventListener`.

Question 3 : When the text is clicked :

1. replace its content by "New text in italic and red"
2. Format the new content such that it appears in red and italic

Question 4 : When the mouse pointer is over the image, change it to the image 2.jpg. The event type to capture is `mouseover`.

Question 5 : When the mouse pointer is outside of the image, the initial image must be restored (1.jpg). The event type to capture is `mouseout`.

Exercise 2 : Image carousel

The goal of this exercise is to create an image carousel, that is to say an image sliding according to two events :

1. click on previous or next buttons
2. after 2 seconds have elapsed

Carousel



HTML/CSS

The initial image is 1.jpg from the directory `imgCarrousel`. Give an identifier to this image. Add the tag to link the Javascript file in the HTML file.

Javascript

Question 1 : Define the `setupListeners` function, which will contain all the event listeners.

Question 2 : Store the path to the images 1.jpg, 2.jpg et 3.jpg into an array.

Question 3 : When the buttons are clicked, change the images by using the previously-defined array.

Question 4 : Make the images slide automatically after 2 seconds of inactivity, thanks to the function `setTimeout`. Use the online documentation to learn how to use this function.