	Licence Parcours International	**TP**
UNIVERSITÉ DE BORDEAUX	*Web design & Data management* **Practicals**	**Javascript**

NB : Start by downloading the images from the archive. This archives 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.

HTML/CSS

Question 1 : Create a webpage (HTML+CSS) which resembles the design above (see Figure **??**). When the page is loaded, the displayed image is `1.jpg` and the text is normal (no font decoration).

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

HTML/CSS

Question 1 : Create a webpage (HTML+CSS) that contains two buttons : "previous" and "next".

Question 2 : Add an image tag in between the buttons. The initial image is `1.jpg` from the directory `imgCarrousel`. Give an identifier to this image.

Question 3 : Create a CSS file such that the display resembles that of Figure **??**.

Javascript

Question 4 : Define the `setupListeners` function, which will contain all the event listeners.

Question 5 : Store the path to the images `1.jpg`, `2.jpg` et `3.jpg` into an array.

Question 6 : When the buttons are clicked, change the images by using the previously-defined array.

Question 7 : 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.