

Tutorial 8 Additional Project

In this project, you will create code to create a slide show in a page.

1. Open **puppies.htm** in a simple text editor.
2. Open the **puppies.js** file in a simple text editor. It has functions for adding an event, setting opacity, and creating a fadeIn effect already defined for you.
3. Use the addEvent function to run the setupSlideshow() function when page is loaded.
4. Insert a function **setupSlideshow()** that does the following:
 - a. Creates an array of the images with the class **puppies**.
 - b. For each image in the array, call createSlidePic passing it the slide and the index value.
 - c. If there are slides, then createGallery() should be called passing it the slides array, and the createOverlay() function should be called as well.
5. Insert a function called **createGallery(slides)** that does the following:
 - a. Creates a gallery div element.
 - b. Creates a gallery title p element.
 - c. Creates a close button using close.jpg that changes the gallery and pageOverlay elements display style to none.
 - d. Creates previous and next buttons using previous.jpg and next.jpg
 - e. Adds function to the previous and next buttons to call changeSlide() function with the slide that should be shown next.
 - f. Appends the previous, next, and close buttons to the gallery title.
 - g. Appends the gallery title to the gallery.
 - h. Creates a slide using the first slide's source for the big property.
 - i. Creates a caption using the first slide's alt text.
 - j. Appends the slide and caption to the gallery.
 - k. Appends the gallery to the document.
6. Insert a function **createSlidePic(thumb, index)** that does the following:
 - a. Adds the **big** property to thumb and sets it to a new image.
 - b. Sets the source of the big property to replacing the thumb's src "_small" text with "_big"
 - c. Add a **click** event to the thumb object that calls showGallery.
 - d. Adds the **index** property to the big property using the value of index.
7. Insert the function **showGallery** that does the following:
 - a. Changes the gallery to display the clicked slide.
 - b. Shows the gallery and page overlay.

- c. Halts propagation of the click event.
8. Insert the function **changeSlide(slide)** that does the following:
 - a. Retrieves current gallery information.
 - b. Retrieves current slide and caption information.
 - c. Sets opacity of gallerySlide to 0.
 - d. Creates a new slide and assigns it the next image appropriately.
 - e. Applies a fadeIn effect to the gallery slide.
 - f. Sets the new caption text.
 9. Insert the function **createOverlay()** that does the following:
 - a. Creates a pageOverlay div element.
 - b. Appends pageOverlay to the document.
 10. Save your changes to the puppies.js file.
 11. Open the **puppies.css** file.
 12. Add a style for the gallery that you created that:
 - a. Sets its position to an appropriate fixed location.
 - b. Sets background color to **#DDDDDD** and adds a border with color **#FF6699**.
 - c. Sets display to none.
 13. Add a style for the pageOverlay div you created that:
 - a. Sets position to cover the full page.
 - b. Sets background color to the same as for the gallery's.
 - c. Sets the opacity to 70.
 14. Test your finished code in a browser. Make corrections as necessary.
 15. Print a copy of **puppies.htm**, **puppies.css**, and **puppies.js**.