CSCI 202, Spring 2017, Lab # 4

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Due date: Midnight, Monday, May 8.

Goals: Getting started with Javascript.

Zip your folder: Put all your files (including the supporting files) in a single folder and make a compressed (zip) archive of the folder.

Files to turn in:

- One HTML file: `lab04.html`. It will be modified from the supplied `penguins.html` file.
- One style file, `lab04.css`. It will be modified from the supplied `penguins.css` file.
- One Javascript file, `lab04.js`, entirely of your own creation.
- The `images` folder of supporting images should be included in your turnin folder, so that the page can be used immediately by the grader.

Lab steps:

- Download and unzip the `penguins.zip` file on the archive.
- After unzipping the `penguins.zip` file you will find it contains HTML, CSS, and some supporting images. Play with the web site a bit to get the idea of what is supposed to happen.
- Copy the `penguins.html` file to your own `lab04.html` file.
- Copy the `penguins.css` file to your own `lab04.css` file. Modify your `lab04.html` file so it loads your `lab04.css` script.
- All of the interactivity for the penguins webpage is provided by the pseudo classes `hover` and `active`. You are to replace this with Javascript.
- Delete the selectors in `lab04.css` that use `hover` and `active`.
- For each of the `penguin` divs in your `lab04.html` file, add `onmouseover`, `onmouseout` and `onclick` events, and have each one of them call an appropriately named Javascript function.
- Create a Javascript file `lab04.js`, and make sure you load this script in your `lab04.html` file.
- In this Javascript file, create the functions needed by your penguins to change images to the question mark when the mouse enters, back to the default when the mouse leaves, and to the penguin (or yeti) when clicked.
- *Unlike* the original web page, your penguin (or yeti) will remain after clicking.

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`https://googlecreativelab.github.io/coder-projects/`