

**CSCI 202 - Dynamic Web Pages**

**Winter 2019**

**Laboratory 6**

**Objectives**

1. Configure the **heroimage/banner** with particlesjs.
2. Configure the **heroimage /banner** with scrollReveal.
3. Modify gallery and gallery1 images with lightbox.
4. Configure all pages with page loader.

You are welcome to use in-class examples as a resource as well as online lectures. Feel free to email your TA or instructor if you have questions about the lab.

**READ ALL THE INSTRUCTIONS CAREFULLY.**

- a. Create a new folder naming it **Lab6** in your secret folder.
- b. Open Visual Studio Code and **Lab6** folder.
- c. Copy all your files from the **Lab5** folder into **Lab6** folder.

**Task 1: CONFIGURE THE HEROIMAGE WITH PARTICLESJS.**

Launch Visual Studio Code and open the **index.html** file in the lab6. Copy all the JavaScript files (**.js**) from CANVAS js folder into the js folder. [**jquery-3.3.1.js, particles.js and app.js**].

- a. Configure a `<script>` tags at the bottom of all the .html pages for particles.js and app.js.

```
<!-- Particlesjs -->
```

```
<script src="js/particles.js"></script>
```

```
<script src="js/app.js"></script>
```

- b.** Replace the jquery CDN and Bootstrap with the `<script>` tag below.

```
<script src="js/jquery-3.3.1.js"></script>
```

```
<script  
src="https://stackpath.bootstrapcdn.com/bootstrap/4.3.0/js/boots  
trap.min.js"></script>
```

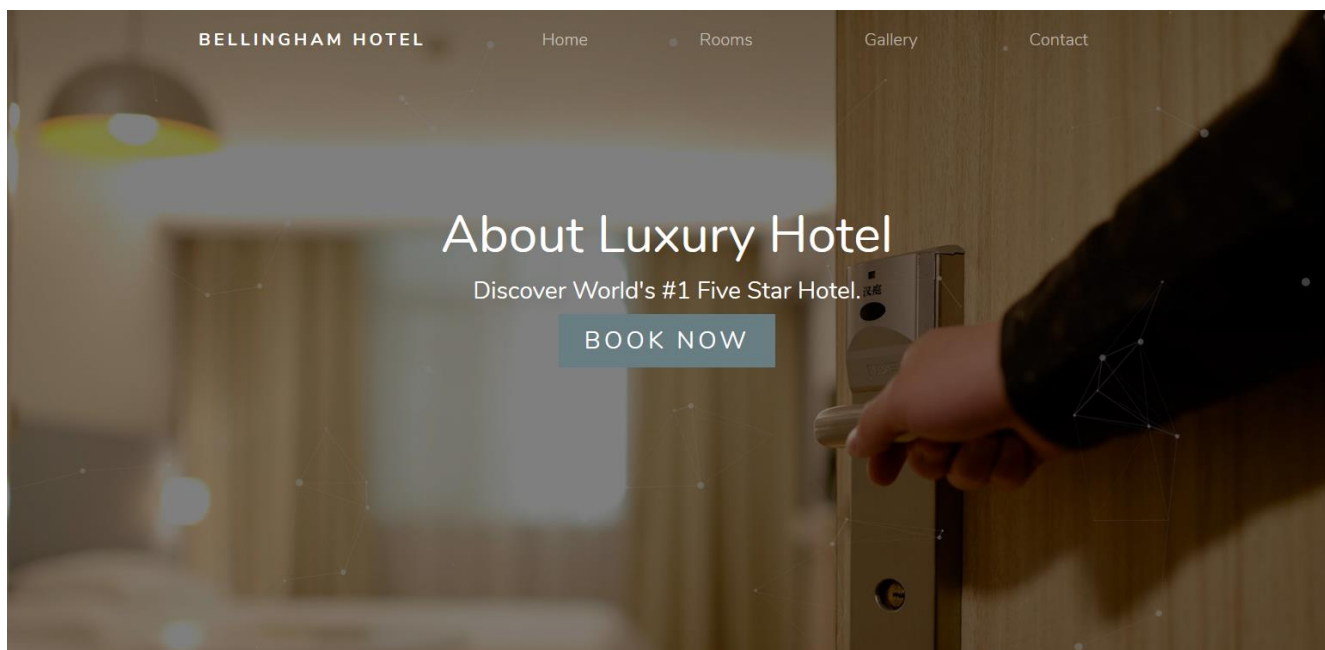
- c.** Configure a div with id named *particles-js* after `<section>` with class named *heroimage* to show the particles
1. Replace `<section>` with class named *heroimage* with the following Codes. Note all `<section class="heroimage">` must be replaced.

```
<section class="heroimage">  
  <div id="particles-js">  
    <div class="heroitems">  
      <div class="container">  
        <h1>Welcome To Bellingham Hotel</h1>  
        <p>Discover World's #1 Five Star Hotel.</p>  
        <p><a href="contact.html"  
class="button">Book Now</a></p>  
      </div><!-- End of container -->  
    </div><!-- End of heroitem -->  
  </div><!-- End of particles-->  
</section><!-- End of heroimage section -->
```

- d.** Configure an id name *particles-js*. Set width 100%, height 100%, background-size cover, background-position 50% 50% and background-repeat no-repeat;

- e. Modify class named heroitems in the main.css. Replace *.heroitems* with the following:

```
.heroitems{  
    position: absolute;  
    width: 100%;  
    height: 50vh  
    text-align: center !important;  
    display:table-cell;  
    vertical-align:middle;  
    margin: auto;  
    z-index: 2;  
    top: 30%;  
}
```



## Task 2: CONFIGURE THE HEROIMAGE /BANNER WITH SCROLLREVEAL.

ScrollReveal makes any HTML element fade in from any direction, distance, duration, or easing style.

- a. Include the ScrollReveal CDN at the bottom of the HTML body.

```
<!-- Scroll Reveal -->
<script src="https://unpkg.com/scrollreveal"></script>
```

- b. The Document Ready Event. Code the document ready event as follows:

```
$(document).ready(function(){
    // jQuery codes go here...
});
```

1. Select the HTML elements to manipulate. i.e. class named *heroitems*. Code the following codes inside the document ready event of **main.js**.

```
/* ScrollReveal */
window.sr = ScrollReveal();

sr.reveal('.heroitems',{
    duration:1000,
    origin:'bottom',
    delay:500,
    distance:'100px'
});
```

## Task 3: MODIFY GALLERY AND GALLERY1 IMAGES WITH LIGHTBOX.

- a. Configure the lightbox CDNs just in the gallery and gallery1 pages. Copy and paste the CDN of the baguetteBox (both **.js** and **.css** files) in the <head> and at the bottom of HTML respectively.

```
<!-- Lightbox CSS-->
<link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/baguettebox.js/1.8.1/baguetteBox.min.css">
```

```
<!-- lightbox JavaScript-->
```

```
<script  
src="https://cdnjs.cloudflare.com/ajax/libs/baguettebox.js/1.8.1  
/baguetteBox.min.js"></script>
```

- b. Modify the div with class named *container-gallery* with another class named *gallery*.

```
<div class="container-gallery gallery">
```

- c. Reconfigure the images in both gallery and gallery1. Code the following codes replace the gallery images.

```
<div class="container-gallery gallery">  
  <div class="item">  
    <a href="img/gallery (1).jpeg" data-caption="Image caption">  
        
    </a>  
  </div>  
  ...  
</div><!-- End of container-gallery -->
```

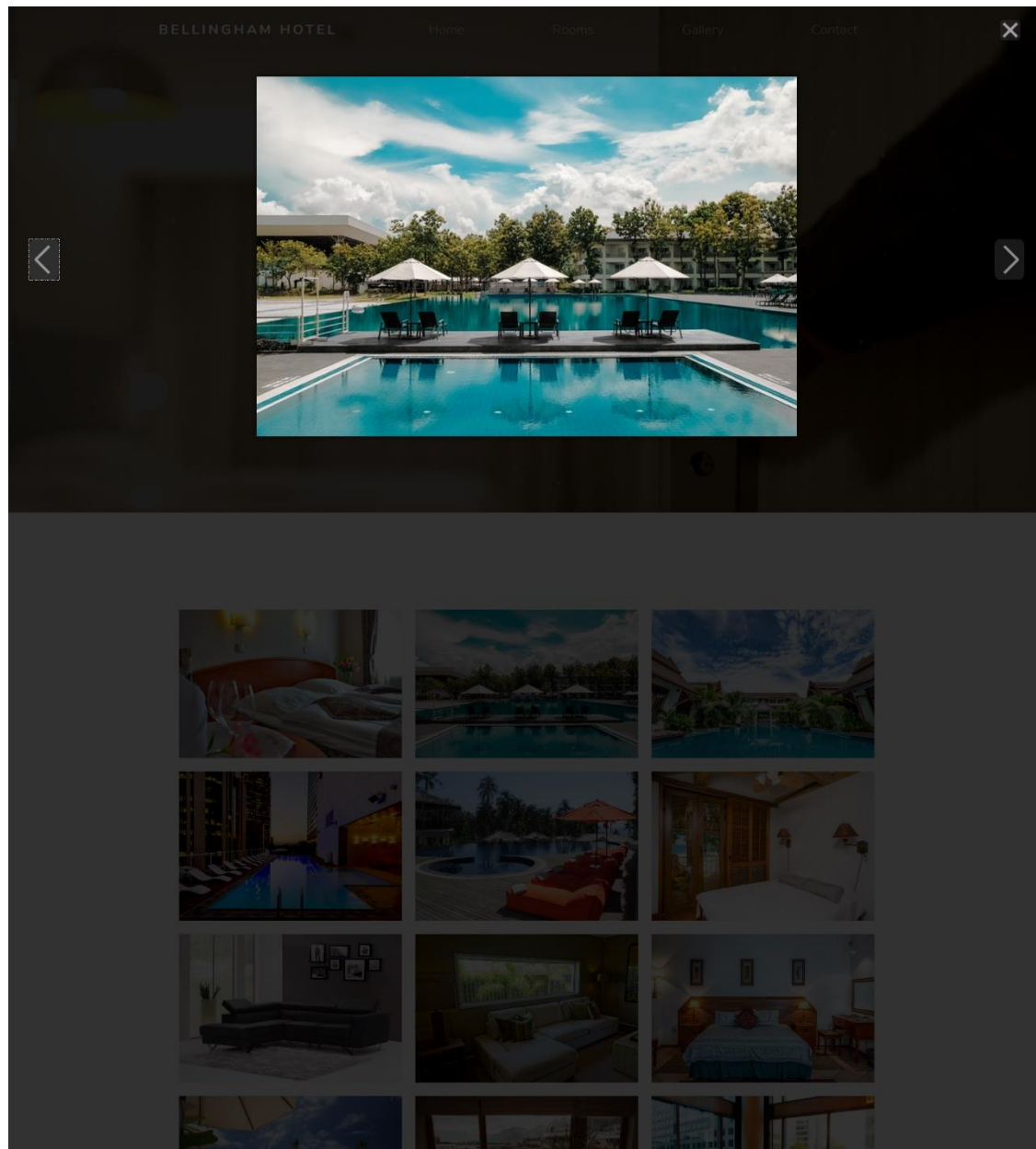
- d. Configure the code below in the document ready event in **main.js**. This apply a lightbox effects on the image on clicked with a close button, previous and next button.

```
/* Lightbox */  
baguetteBox.run('.gallery', {  
  animation: 'fadeIn'  
});
```

- e. Modify the class named item in the main.css. Replace with the following codes:

```
.item>a>img{
```

```
width: 100%;  
height: 100%;  
}  
.item>a>img:hover{  
  filter: blur(2px) brightness(60%);  
  box-shadow: 0 8px 16px rgba(0,0,0,0.25), 0 5px 5px  
  rgba(0,0,0,0.22);  
  cursor: pointer;  
}
```



**Task 4: CONFIGURE ALL PAGES WITH A PAGE LOADER.** The page loader spins for 0.4s before the page displays.

- a. Configure a div with id named *LoadingDiv* after the opening `<body>` tag in all the HTML pages. Configure a nested div within *LoadingDiv* with two class named *Loader spinner*.

```
<!-- pageloader -->
<div id="loadingDiv">
```

```
<div class="loader spinner"></div>
</div><!-- End of pageloader -->
```

- b.** Create an external **.js** file with name *pageLoader.js*. Configure a `<script>` tag at the bottom of all the `.html` pages.

```
<!-- Pageloader -->
<script src="js/pageloader.js"></script>
```

- c.** Include the following code in the *pageLoader.js*

```
$(document).ready(function(){
    setTimeout(function () {
        $('#loadingDiv').fadeToggle();
    }, 400);
});
```

- d.** Code the following in `main.css` to configure the pageloader style.

```
/* pageloader */
.loader.spinner:before {
    width: 117px;
    height: 117px;
    border-color: #697e83;
    top: 0px;
```



```
    left: 0px;
    animation: rotate 1s linear 0s infinite;
}

.loader.spinner:after {
    width: 117px;
    height: 117px;
    border-color: #697e83;
    top: 0;
    left: 0;
    opacity: 0;
    animation: rotate 1s linear 0.5s infinite;
}

.loader {
    margin:auto;
    top:30%;
    position: relative;
    width: 125px;
    height: 125px;
}

.loader:before, .loader:after {
    content: "";
    display: block;
    position: absolute;
    border-width: 4px;
    border-style: solid;
    border-radius: 50%;
}
```

```
@keyframes rotate {
  0% {transform: scale(0);
      opacity: 0;
  }
  50% {transform: scale(0.7);
      opacity: 1;
  }
  100% {transform: scale(1);
      opacity: 0;
  }
}

#loadingDiv {
  position: fixed;
  top:0;
  left:0;
  width:100%;
  height:100%;
  background-color:#ddd;
  z-index: 9999999;
}

/* End of pageloader */
```



**The last date for submission of Lab assignment is 11:59pm Sunday Feb 27, 2019.**

### **Points Breakdown**

Correctly created **heroimage/banner** with particlesjs – **5 points**

Correctly configured **heroimage /banner** with scrollReveal - **5 points**

Correctly configured Modify gallery and gallery1 images with lightbox - **5 points**

Correctly Configure all pages with page loader – **5 points**