

Assignment 4, Color Interactivity

Preparatory Remarks:

- Make a new directory in your class projects directory for this homework assignment.
- Download the starting template code (Color Interactivity) from the session resources. This template picks up where the last homework assignment left off.

Assignment Instructions

1. Remove the pictures from the “aside” panel.
2. Define a function in your main.js file, and name it “hslString”. Define it to take 3 arguments, and use the arguments in the function to construct the hsl string we use to style colors. Have your function return the string you create. (Test the function by calling it and printing the string that the function returns out to the console).
3. Add 3 sliders to the “aside” panel, one for each of hue, saturation, and lightness (setting their minimum and maximum to cover the whole range of possible h,s, and l values appropriately). To do this, create variables for them and get them from the DOM using the id’s you gave them in the html document.
4. Update the background color of article element when any of the sliders change with the hsl string you get from your function. Note: you can access all of the slider values from inside each one of their individual callback functions.
5. Add one more slider for *opacity*. Make sure the opacity changes smoothly as you move the slider.
6. Using the code for this week’s video lectures, listen for mouse events (mousedown, mouseup) on the ‘article’ panel. Make the article completely opaque while the mouse is down, and set it back to the opacity slider setting when the mouse is up.
7. Label each of the sliders using ‘label’ elements on the html page. Give these label elements a class and use the class name to set their font parameters in CSS to a size that looks nice on the webpage.