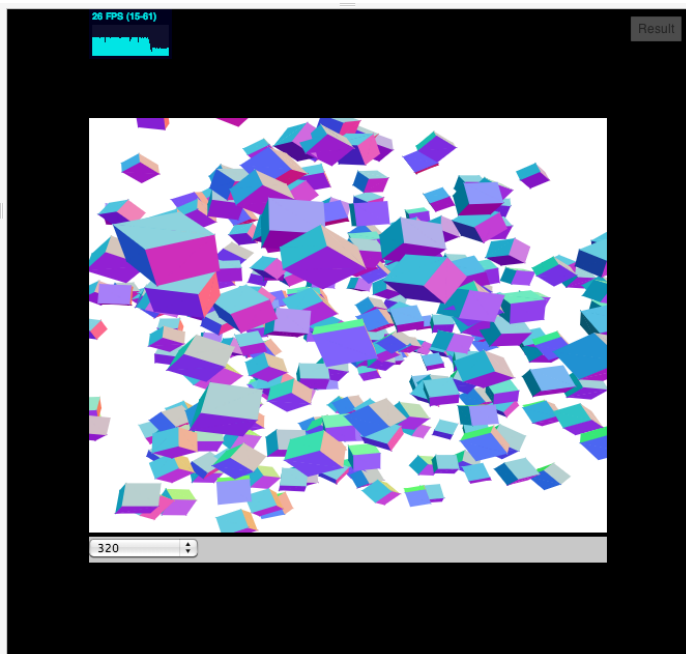


CSCI 215: Website Programming

Lab 7: 60 points

In this lab we'll use HTML event attributes and JavaScript Event Handlers and Listeners to code the 3D graphics webpage illustrated below.

Have fun and good luck!



Task 0: JSFIDDLE Setup

1. Copy and paste the contents of the structure, presentation, and behavior txt files into jsFiddle (these files are located in lab7.zip).
2. jsFiddle project properties
 - No-Library (pure JS)
 - No wrap – in <body>

Task 1 (10 points):

1. In the `body` html tag add an `onload` event attribute that calls the `setup()` JavaScript function

Task 2 (25 points):

1. Add the following event handler:
 - Get DOM object with id **cubes**
 - Handle **onchange** events
 - Assign handler function **updateCubes ()**

Task 3 (25 points):

1. Add the following event listener:
 - Get DOM object with id **view**
 - Handle **mousemove** events
 - Assign handler function **onMouseMove ()**
 - Capture is false

Submission of Assignment

When finished, upload the completed **behavior.txt** and **structure.txt** file to Dropbox.