CSCI 215: Website Programming

Homework #2 (100 points)

COLLABORATION: INDIVIDUAL ASSIGNMENT

YOU ASSIGNMENT

Using jsFiddle modify the JavaScript code to make Duke tumble! This is achieved by completing the three tasks provided below.

TASK 1: VARIABLE CREATION

1. Create a variable named play and initialize to false.
2. Create a variable named index and initialize to zero.
3. Create and image array named I and initialize 17 elements to the following String values:
    - Index position 0: 'http://munsellb.people.cofc.edu/img/duke/T1.gif'
    - Index position 1: 'http://munsellb.people.cofc.edu/img/duke/T2.gif'
    - Index position 2: 'http://munsellb.people.cofc.edu/img/duke/T3.gif'
    - Index position 3: 'http://munsellb.people.cofc.edu/img/duke/T4.gif'
    - Index position 4: 'http://munsellb.people.cofc.edu/img/duke/T5.gif'
    - Index position 5: 'http://munsellb.people.cofc.edu/img/duke/T6.gif'
    - Index position 6: 'http://munsellb.people.cofc.edu/img/duke/T7.gif'
    - Index position 7: 'http://munsellb.people.cofc.edu/img/duke/T8.gif'
    - Index position 8: 'http://munsellb.people.cofc.edu/img/duke/T9.gif'
    - Index position 9: 'http://munsellb.people.cofc.edu/img/duke/T10.gif'
    - Index position 10: 'http://munsellb.people.cofc.edu/img/duke/T11.gif'
    - Index position 11: 'http://munsellb.people.cofc.edu/img/duke/T12.gif'
    - Index position 12: 'http://munsellb.people.cofc.edu/img/duke/T13.gif'
    - Index position 13: 'http://munsellb.people.cofc.edu/img/duke/T14.gif'
    - Index position 14: 'http://munsellb.people.cofc.edu/img/duke/T15.gif'
    - Index position 15: 'http://munsellb.people.cofc.edu/img/duke/T16.gif'
    - Index position 16: 'http://munsellb.people.cofc.edu/img/duke/T17.gif'

TASK 2: ACTION FUNCTION

Create function named action with one argument named evt.

In the action function then create an **if – else if – else** conditional statement where,

- **if** condition determines if evt equals 0. If so, set the play variable equal to true.
- **else if** condition determines if evt equals 1. If so, set the play variable equal to false.
- In the **else** block, set the play variable equal to false and the index variable equal to zero.

TASK 3: ANIMATE FUNCTION

In the if statement, after the document.getElementById statement do the following:

- Increment the index variable by one.
- Check to see if the value in index variable is equal to the length of array I. If so, set the index variable equal to 0;

ZIP FILE CONTAINS

- structure.txt (html elements): Do not modify
- presentation.txt (css styles): Do not modify
- behavior.txt (JavaScript):

You will only modify the behavior file. When finished submit your completed JavaScript program to Dropbox. i.e., when your program works, copy and paste the completed JavaScript code into the original behavior.txt and then submit to Dropbox.

Late assignments will not be accepted – no exceptions (please do not email me your assignment after the due date, I will not accept it).

Please feel free to setup an appointment to discuss the homework problem. I'll be more than happen to listen to your approach and make suggestions. Please use all the resources at your disposal to help code the assigned problem. However, I will not tell you how to code the assignment. Furthermore, code debugging is your job; please do not come to my office asking me to fix your code.

Lastly, your textbook and other various online resources have a wealth of information that will help you with this assignment. Understand them, use them, and I guarantee you will be successful!