

PROBLEM STATEMENT:

Experience with basic Javascript

1. variables
2. basic selection statements, iteration
3. functions
4. standard javascript library functions
5. dynamic modification of html files
6. arrays

by modifying a previously created webpage (Lab02).

CODE :

Create a directory call cs215_Lab03 and copy all of your Lab02 files to this directory. Rename the front page from Lab02(ie index page) lab02.html file to cs215_Lab03.html. Also use brightIdea1.png (and later brightIdea2.png) instead of brightIdea.png. Adjust files accordingly. Place the supplied brightIdea png's in the images directory. Create a javascript file called app.js and place it in a directory called js.

Use the provided Lab3_F19_given_app.js – just copy its contents to your app.js

Add a <script> tag at the end of the body of the html to app.js.

In the html file give the img an id tag of "blinking_image".

Add an option for the user to login to BrightIdeas.



In the nav tag add a link called Login and give it an href of '#'. We want an action associated with this link when the user clicks on it , so also add the code

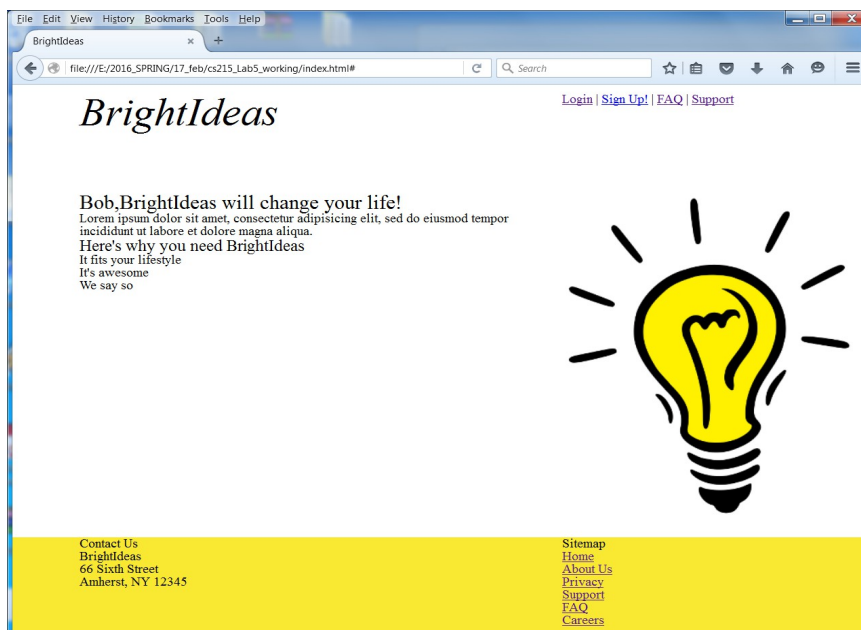
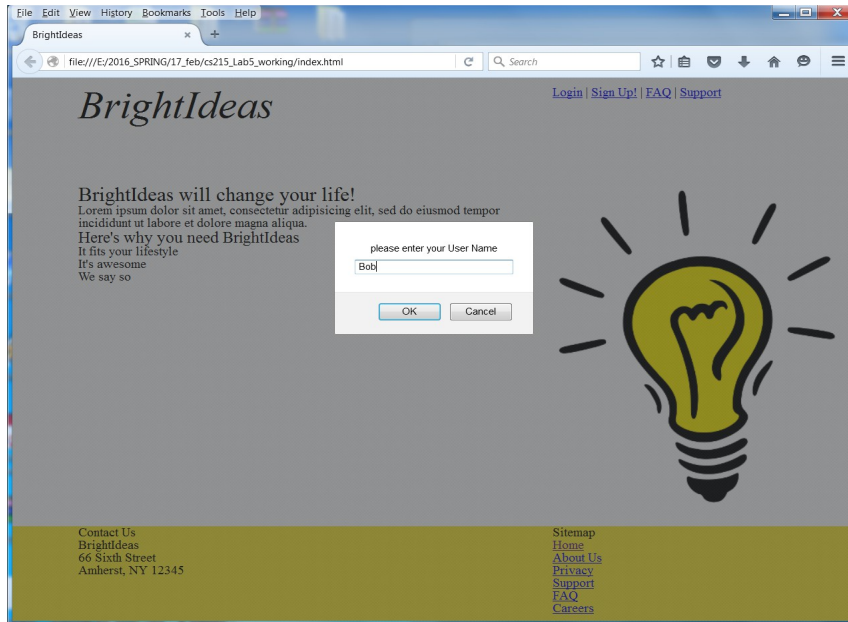
```
onclick="login()";
```

within this tag.

This will call the `login()` function which we are about to create.

In `app.js` create a function called `login()` which will:

1. call the `prompt` function and ask the user for their name.
2. modify the html page by "greeting" the user by name



To greet the user:

- create a variable called `userName`.
- Have the prompt function ask the user for their name and return the entered name to the variable `userName`.

As we wish to modify the content (i.e. add the user's name) to the h2 header,

- create a variable called `phrase` which will hold the content of the h2 header.

- Use `getElementsByTagName()` and `innerHTML` to get the content and store the content in `phrase`.

- Use `getElementsByTagName()` and `innerHTML` to set the content of h2 to be `userName` concatenated with `phrase`

Next will add javascript code to give the effect that the light bulb is flashing on and off.

Create a variable `imageArray` to hold the array object, which will contain the preloaded images. Make sure to call the constructor to create the array object.

For each image that is to be in the array, create an image object

- `imageArray[i] = new Image()`

Now load each image into the array

- `imageArray[i].src = path to image...`

Since this process iterative, and since each png file name is of the same form, a for loop should be used.

Use `"images/brightIdea" + (i + 1) + ".png"` as the image path to be loaded into the array.

Now create a function called `circleThru()`.

Note: this function will need to call

- `setTimeout("circleThru()", time in milliseconds)`**

as its last line of code.

For the function code, set the `html blinking_image` to each array element

- `getElementById('...').src = imageArray[i].src`

and increment the counter.

Call the function.

Make sure ALL html pages have this flashing light bulb !

Zip all the contents to `cs215_Lab3.zip`

Deliverables:

Due Date : 24 September 2019

A hard copy of your ReadMe submitted in class

An email sent to streller@ecc.edu an email the exact subject

cs215_Lab_03

In this email attached the above named zip file

LastName_Lab_03_cs215.zip

The zip file must include your ReadMe. This file that contains your name at the top, the lab number, any comments regarding the assignment, and window captures to show the program execution. The ReadMe file must be in the top level project folder.

Grading will be based on **correctness of the html, css and js files** and how the page is rendered in a browser.