

Assignment 2

Due Date

Beginning of Class 6.

Submitting Assignment

Desire2Learn > Dropbox > Assignment 2

Please zip your .html and .js files and use the submitting naming conventions set by your instructor. (Usually firstname_lastname.zip).

Notes

- Do **not** use DOM 0 to target elements on the page.
- Do **not** use event listeners, use event handlers instead (As used in class).
- Do **not** add unnecessary HTML elements and attributes.
- Unit Tests are available for this assignment. Uncomment the block of code present in the HEAD of the document, after you have finished your assignment. You should then be able to see if your code fulfills the requirements or not.
- **Use** the provided .html file, as it contains extra instructions and references to the unit test.

Unit Tests

There are unit tests provided with this assignment. There are commented-out references to them in the head tag. Feel free to uncomment these references to render the test results. You should be able to tell if your solution covers the requirements or not by doing this. Be aware that there are multiple ways of accomplishing the instructed tasks above. The unit tests are not guaranteed to work with every single of them, use this as a reference.

JavaScript Instructions

Do not use jQuery for this section.

1. **Start with the provided .html file.** Create a new JavaScript file, and reference it in the <head> tag of the provided html document. Make sure you reference your JavaScript file where instructed.
2. Do **not** make further changes to this document, except for uncommenting the test references before finishing your assignment.
3. When the body of the html document is **double** clicked, use JavaScript to create five images (a - e) inside of a div element. Make sure each image has a different image source.
4. Create one input element (f) of type button after the div created above.
5. Create 2 images (g, h) right after the input created above (f). Keep in mind not to create any extra DOM elements.
6. Use JavaScript to attach the following behaviours to each and every image in the div created above (a-e):
 - When an image inside of the div is clicked once, it moves to become the very first image in the div. However, if it's clicked again later, nothing happens. In other words, each of those images only reacts to one click.
7. When either of the bottom images (after the input of type button, g, h) is double clicked, the image begins moving across the screen until it is double clicked again, at which time it stops moving. Each time it is double clicked, it toggles moving (if it is moving and it is double clicked, it stops; if it is stopped and it is double clicked, it moves). The very bottom image moves twice as fast as the one above it. Use two different timers; one for image *g* and one for image *h*.

With jQuery:

1. When the input of type button is clicked, used jQuery to change every image's css property so that each one gets a "1px solid red" border around it.
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