

**PROJECT 2: Art Store****DIFFICULTY LEVEL:** Intermediate**Overview**

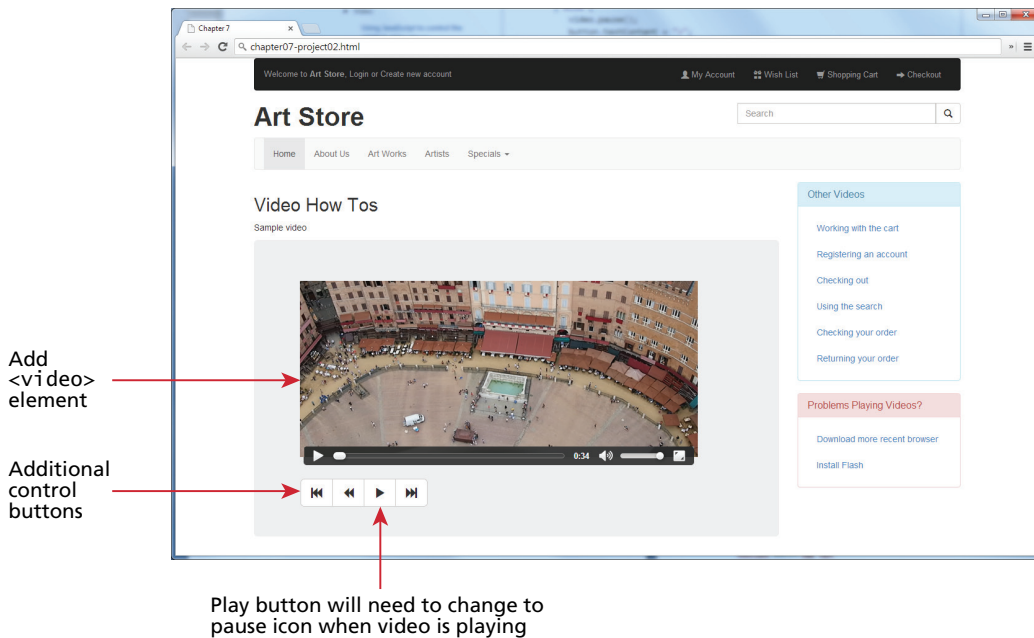
Add a `<video>` element along with the JavaScript to control it. The final result will look similar to that shown in Figure 7.39.

**Instructions**

1. Open [chapter07-project02.html](#) in the browser.
2. Add a `<video>` element that will play either [sample.mp4](#), [sample.webm](#), or [sample.ogv](#) in the element. (The files are in the `images/art` folder). Be sure to include all three with the appropriate `type` and `codecs` attributes. Also use [preview.png](#) as the poster attribute as well as a message in case the browser doesn't support HTML5 video. Test in browser.
3. Write the JavaScript to control the video from the additional control buttons. Be sure to use the listener approach introduced in Chapter 6. The `<video>` element can be controlled programmatically via the `play()` and `pause()` methods; the playing position (use by the forward, backward, and rewind buttons) can be controlled via the `currentTime` property.
4. For extra credit, add working mute and full screen buttons. Also try adding working seek and volume controls using the `<input type="range">` element (introduced in Chapter 4).



**HANDS-ON  
EXERCISES**  
**PROJECT 7.2**



**FIGURE 7.39** Completed Project 2

# Project 02 - Useful Hints for embedded JavaScript and Video code

## Javascript: goes before </head>

```
<script type="text/javascript">
```

```
function playVideo()
{
    var video = ... (hint: document.getElementById... videoExample);
    var button = ... (hint: document.getElementById... playSpan);
    if the video is paused
    {
        play the video;
    }
    else
    {
        pause the video;
    }
}
```

```
function restart()
{
    var video = ... (hint: document.getElementById("..."));
    set the video's current time to zero;
}
```

```
function skip(value)
{
    var video = ... (hint: document.getElementById("..."));
    update the video's current time by incrementing it with value;
}
</script>
```

## Properties used:

*video.paused*

*video.currentTime*

## Methods used:

*video.play()*

*video.pause()*

Video (line 125): goes after <div class="jumbotron"> and <div class="container">

```
<video id=... poster="... video preview goes here" controls >
```

```
  <source src="... sample video according to type goes here" type='video/mp4; codecs="avc1.42E01E, mp4a.40.2"'>
```

```
  <source src="... sample video according to type goes here" type='video/webm; codecs="vp8, vorbis"'>
```

```
  <source src="... sample video according to type goes here" type='video/ogg; codecs="theora, vorbis"'>
```

```
  <p>HTML5 video in your browser is required to play our videos. You may want to upgrade your browser.</p>
```

```
</video>
```

```
<div class=...>
```

```
  <button type="button" class=... id="rewind" onclick=...><span class=...></span></button>
```

```
  <button type="button" class=... id="backwards" onclick=...><span class=...></span></button>
```

```
  <button type="button" class=... id="play" onclick=...><span class=... id=...></span></button>
```

```
  <button type="button" class=... id="forward" onclick=...><span class=...></span></button>
```

```
</div>
```

Property / Method	Value(s) / Argument(s)
document.getElementById(" ")	videoExample, playSpan
id	"videoExample", "playSpan"
class	"btn-group btn-group-lg", "btn btn-default", "glyphicon glyphicon-fast-backward", "glyphicon glyphicon-backward", "glyphicon glyphicon-play", "glyphicon glyphicon-fast-forward"
onclick	"restart();" "skip(-10)" "playVideo()" "skip(10)"