**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)" |