Week 4: Conditionals, New Image (Variables) & Rollover Buttons

Rollover Basics

- The idea of a rollover button is to have two images that work together to create an animated button
- The ***first image***, called the ***original image***, is loaded along with the rest of the images that are displayed on your page
- The ***second image***, called the ***replacement image***, is stored in the code and is swapped in place of the original image when a user mouses over the button, thus creating the illusion of an animated button

Simple Rollover – Script 4.1

- A simple ***one button rollover*** can be accomplished simply by user events within the link tag;

```
<a href="next.html" onmouseover="document.arrow.src='images/redArrow.gif'"
onmouseout="document.arrow.src='images/blueArrow.gif'"><img  src="images/blueArrow.gif"
width="147" height="82" border="0" name="arrow" alt="arrow" /></a>
```

```
// The first image, “blueArrow”, is loaded within the image tag
// To create a simple rollover button then we can create user events within the link tag to swap the images
// “onmouseover” swap the image to “redArrow”
// “onmouseout” swap the image back to “blueArrow”
// Notice that we use the dot syntax “document.arrow.src “ to find the image on the page
// Also notice that the name “arrow” needs to be called out in this case so this syntax will find the source of the image in the document
```

- The major ***downfall*** to creating rollover buttons in this manner is that the replacement image is ***not pre-loaded*** and gets loaded into the page only upon the user event which can create a ***stall*** in the performance of your page

Pre-Loaded Rollover – Script 4.2

- This type of rollover button script will pre-load the images into the browser by using ***image variables*** within a ***conditional*** statement:

Conditionals

1. ***“if”*** – where we do our test
2. ***“then”*** – where we put the part of the script we want to do if the result is true
3. ***“else”*** – which contains the part of the script we want to have happen if the result of the test is not true

New Image (Variable)

- By definition the word "***new***" in the JavaScript language is an operator that is used to create a new object or array of objects with a name that the JavaScript can then use within a statement or a function

```
if (document.images) {
    arrowRed = new Image  // a "new" image object is created
    arrowBlue = new Image

    arrowRed.src = "images/redArrow.gif"  // the source of the "new" image object gets defined
    arrowBlue.src = "images/blueArrow.gif"
}
else {
    arrowRed = ""
    arrowBlue = ""
    document.arrow = ""
}
```

// This code first checks to see "if" the browser understands the document object model of "document.images" -- (3.0 browsers and later)

// "If" " the browser understands the document object model of "document.images," "then" we pre-load "new" image objects into the browser to be used in the document and we "then" need to designate what the source of the "new" images are

// "If" the browser does not understand the document object model of "document.images", the "else" statement tells the browser to load nothing thereby avoiding errors

```
<a href="next.html" onmouseover="document.arrow.src=arrowRed.src"
onmouseout="document.arrow.src=arrowBlue.src"><img src="images/blueArrow.gif" width="147"
height="82" border="0" name="arrow" alt="arrow" /></a>
```

// From the anchor tag we need to designate our user events which will perform the "rollover" of images

// From the image tag, we need to designate the source of our original image: "blueArrow.gif"

// The "onmouseover" event handler will display our replacement image by using the document object model "document.arrow.src" which locates "arrowRed.src" which in turn equals "images/redArrow.gif"

// Note that, again, we need to make sure we have named the source of the image as "arrow" (name="arrow") for the document object model of "document.**arrow**.src" to work