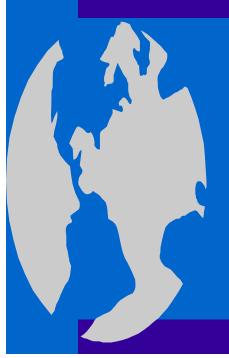# JavaScript – part II

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HTML/CSS/JS tasks

- In this task and all the other HTML/CSS/JavaScript tasks use any text editor you prefer, if possible with syntax highlighting feature such as Notepad++

- Verify whether your document is compliant with HTML standard and fix errors, if necessary

Task 1 – simple animation

Run and investigate lab_6_task_1 example.

```
function move_window()
{
    document.getElementById('mydiv').style.left=pos+'px';
    document.getElementById('mydiv').style.top=pos*2+'px';

    pos = pos+10;
    if (pos>300)
        pos=0;
    window.setTimeout('move_window();',300);
}
</SCRIPT>
</head>
<BODY onLoad="move_window();">
```

Style settings (here: location of a DIV) are modified

These changes are applied in a time-based loop

This code is started when a document is opened

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Task 2: a simple game

- Develop a game:
  - Several green and red buttons move on the screen in different locations and directions
  - When a user clicks on green button: +5 points are given
  - When a user clicks on red button: -10 points are given
  - The result is displayed constantly on the screen
  - After 20 points are collected, the number of red buttons is increased and they move faster
  - Detect browser window size automatically in your code
  - Feel free to add your own functionality extending this solution

Task 3: photo animation

- The browser window is divided into two boxes: upper one and lower one

- In the upper part:
  - In a time-based loop several photos are displayed (one at a time)
  - When a user clicks one of them it is:
    - First resized to the size of the browser window for ca. 2 seconds,
    - next it is added to a vector of images in the lower part and is no longer displayed in the upper part of the window

- The lower part of the screen contains a vector that is gradually filled with the selected photos. The vector has 5 cells. If there are more than 5 photos selected, they are scrolled in the lower part every 1 second.

Task 3: discussion

- Use onClick event to select a picture
- Use either a table-based or DIV-based layout to position pictures on the screen
- Use JavaScript Array objects (see www.w3schools.com for details) to keep picture names for both sections of the screen