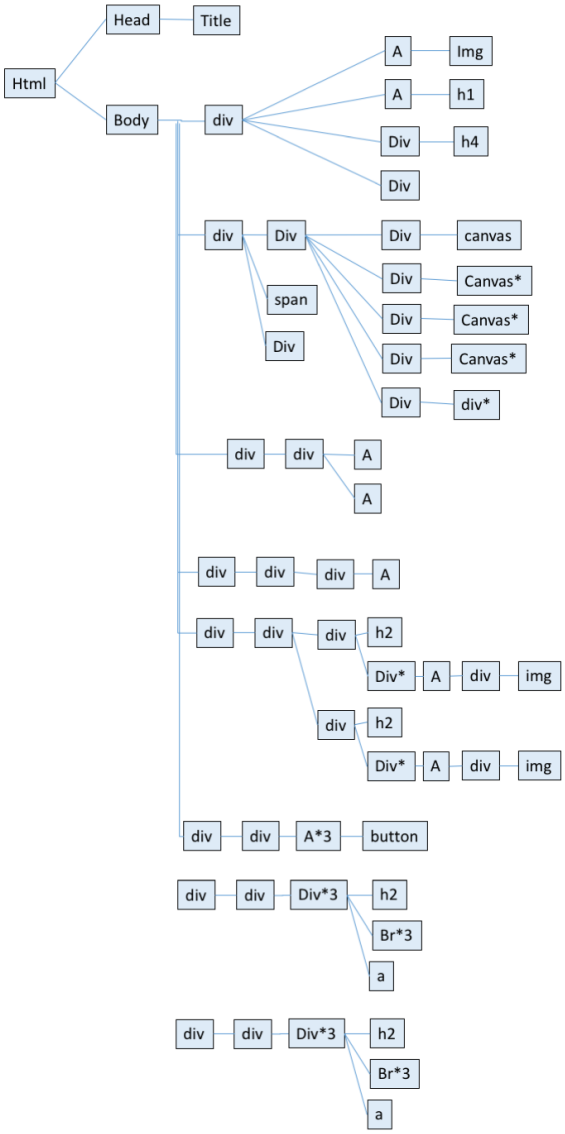
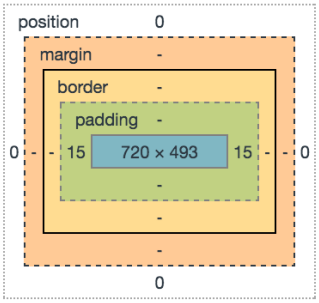
1.



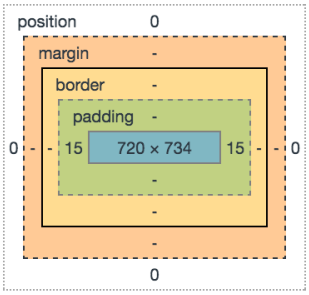
.

Not finished because creating lines are very waste of time.

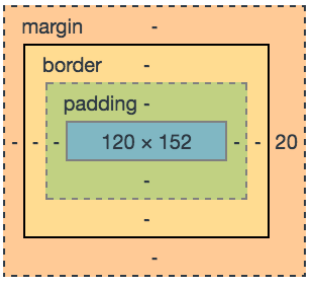
2. Instructors box



Teaching Assistances box

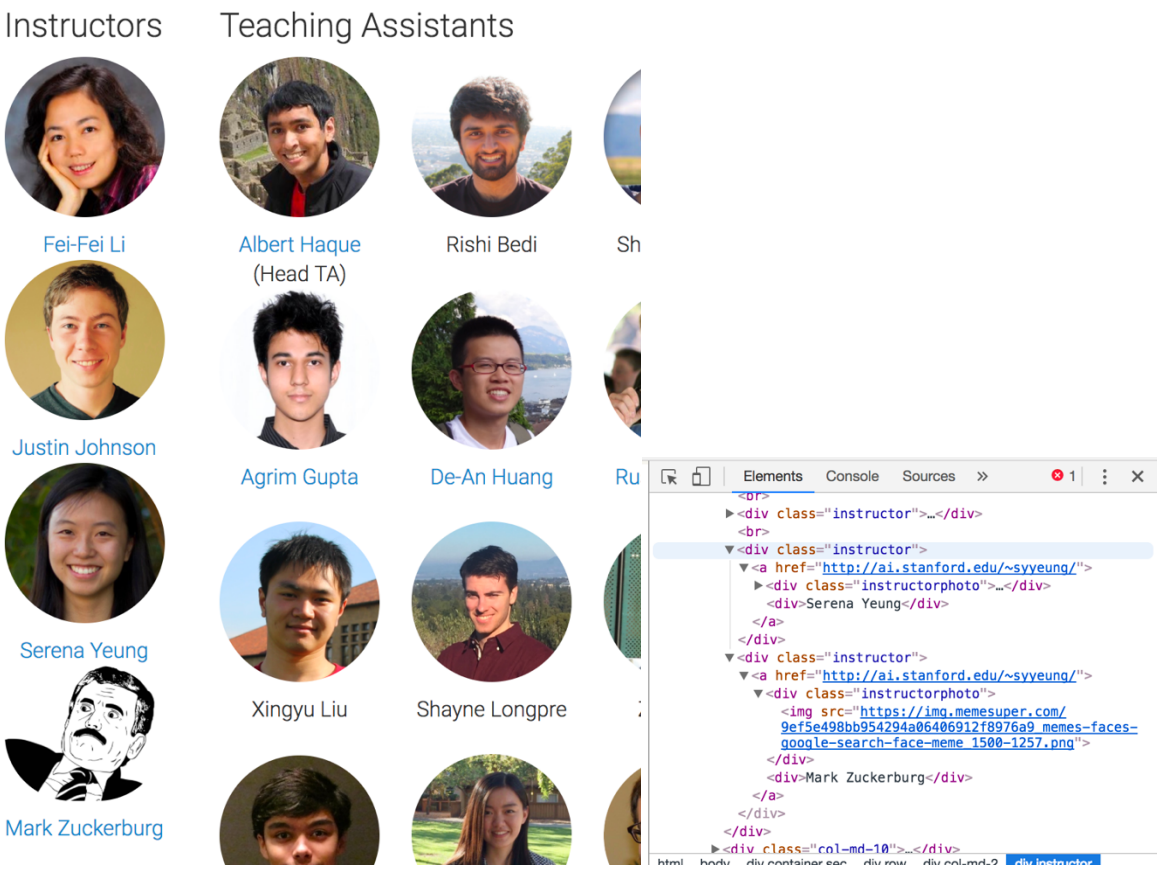


Each employee box



3.

1. Open dev tools.
2. Find html element that matches with Instructors box.
3. Right click on the element (div.col-md-2) and choose Edit as HTML.
4. Copy one of the instructor's div.
5. Paste it under Serena Yueng div.
6. Go inside that div, inside a, inside div, you will find img tag.
7. Change the src attribute of the tag to the img you want.



4. with the dev tools opened, we can see which elements are changing. Inside id=teaser div, the div with id=convnetvis is changing. So I opened the page source to find which js code is manipulating these changes. I used ctrl-f to find for the word 'convnetvis' because somehow the js will get the element using its id. I can't find one in this page, so I look for other <script> tag that linked to external js files. And then I found one match for the id in http://cs231n.stanford.edu/convnet_demo/convnet_demo.js and it is actually getting the convnetvis element by id. I found it in the function name draw_network_state.
responsible JS code:

```
var draw_network_state = function(preds) {
  var ww = $(window).width();

  var parent_div = document.getElementById('convnetvis');
  parent_div.innerHTML = '';

  // draw convnet activations
  var N = net.layers.length;
  for(var i=0;i<N;i++) {
    var L = net.layers[i];
    if(L.layer_type == 'softmax') { continue; }

    if(ww < 950) {
      // we have to collapse. skip conv layers
      if(L.layer_type === 'conv') { continue; }
    }
    if(ww < 660) {
      // we have to collapse even more. skip pool layers
      if(L.layer_type === 'pool') { continue; }
    }
    if(ww < 522) {
      if(L.layer_type === 'softmax') { continue; }
    }
    if(ww < 450) {
      if(!(i === 0 || i === 4 || i === 9 || i === 14)) {
        continue;
      }
    }
    /*
    if(!(L.layer_type === 'input' || L.layer_type == 'relu' || L.layer_type == 'softmax' ||
L.layer_type)) {
      continue; // leave out
    }
    */
    var div = document.createElement('div');
    div.className = 'layer';

    if(i === 0) {
      // data layer
      draw_activations_COLOR(div, L.out_act, 2); // draw Vol into canv
      div.setAttribute("id", "inputlayer");
    } else {
      var sx = L.out_act.sx;
      if(sx === 32) s = 1;
      if(sx === 16) s = 2;
      if(sx === 8) s = 4;
      if(sx === 4) s = 8;
      if(sx === 1) s = 32;
      draw_activations(div, L.out_act, s);
    }
    parent_div.appendChild(div);
  }

  // append predictions
  var probsdiv = document.createElement('div');
  div.setAttribute("id", "probsdiv");
  probsdiv.className = 'layer';
  for(var k=0;k<5;k++) {
    var r = document.createElement('div');
    r.className = 'pp';
    r.innerHTML = classes_txt[preds[k].k];
    $(r).animate({'width' : Math.floor(preds[k].p/num_test_samples*150)}, 200);
    probsdiv.appendChild(r);
  }
  parent_div.appendChild(probsdiv);
```

```
}
```

5. search for ‘actmap’ because the canvas tag has ‘actmap’ as class name.
then search for ‘canvas’ then I found this function that loads img from convnet_demo/cifar10_batch_50_small.png

```
var load_data_batch = function() {
  var data_img_elt = new Image();
  data_img_elt.onload = function() {
    var data_canvas = document.createElement('canvas');
    data_canvas.width = data_img_elt.width;
    data_canvas.height = data_img_elt.height;
    var data_ctx = data_canvas.getContext("2d");
    data_ctx.drawImage(data_img_elt, 0, 0); // copy it over... bit wasteful :(
    img_data = data_ctx.getImageData(0, 0, data_canvas.width, data_canvas.height);
    resources_have += 1;
    if(resources_have >= resources_need) { init_done(); }
  };
  data_img_elt.src = "convnet_demo/cifar10_batch_50_small.png";
}
```

responsible js code:

```
var draw_activations = function(elt, A, scale, grads) {

  var s = scale || 2; // scale
  var draw_grads = false;
  if(typeof(grads) !== 'undefined') draw_grads = grads;

  // get max and min activation to scale the maps automatically
  var w = draw_grads ? A.dw : A.w;
  var mm = maxmin(w);

  // create the canvas elements, draw and add to DOM
  for(var d=0;d<A.depth;d++) {

    var canv = document.createElement('canvas');
    canv.className = 'actmap';
    var W = A.sx * s;
    var H = A.sy * s;
    canv.width = W;
    canv.height = H;
    var ctx = canv.getContext('2d');
    var g = ctx.createImageData(W, H);

    for(var x=0;x<A.sx;x++) {
      for(var y=0;y<A.sy;y++) {
        if(draw_grads) {
          var dval = Math.floor((A.get_grad(x,y,d)-mm.minv)/mm.dv*255);
        } else {
          var dval = Math.floor((A.get(x,y,d)-mm.minv)/mm.dv*255);
        }
        for(var dx=0;dx<s;dx++) {
          for(var dy=0;dy<s;dy++) {
            var pp = ((W * (y*s+dy)) + (dx + x*s)) * 4;
            for(var i=0;i<3;i++) { g.data[pp + i] = dval; } // rgb
            g.data[pp+3] = 255; // alpha channel
          }
        }
      }
    }
    ctx.putImageData(g, 0, 0);
    elt.appendChild(canv);
  }
}
```

6. Go to source tab in dev tools. Open the file style.css and find .pp class. Edit the background-color attribute to rgb(0,0,255)