

OLA 4: HTML & CSS & jQuery

Due date: 11:59pm Mar/20th/2023 (Monday)

You are working for a IT Company and your boss wants you to make a meme generator. Enter an image URL, and captions to go on the top and bottom. Please finish all steps by following instructions.

Step 1: Create your HTML file. (15 points)

Please create your HTML file, name it as **index.html** . Please remember the extension should be .html. And then add the following parts to your HTML file.

1. Create a basic structure HTML.

```
Declaration line.
<html></html>
<head></head>
<title></title>
<body></body>
```

2. Create a <div id="meme1"></div> section

In the <div id="meme1"></div> section, there are two elements:

- ★ A <h1 id="top-caption"></h1> to display top caption.
- ★ A <h1 id="bottom-caption"></h1> to display bottom caption.

3: Create a <div id="meme2"></div> section

In the <div id="meme2"></div> section, there are three <input> elements:

- ★ When text is entered into the <input id="top-text">. The text of <h1 id="top-caption"></h1> updates.
- ★ When text is entered into the <input id="bottom-text">. The text of <h1 id="bottom-caption"></h1> updates.
- ★ When text is entered into the <input id="image-url">. The src of updates.
- ★ Please add a text label above or in front of each input element to indicate what is it. (top text, bottom text, image URL)

4: Create a <div id="meme3"></div> section

<https://lecture.yangxinmtsu.repl.co/4410/OLA4.html>

1/4

12/7/23, 3:35 PM

OLA 4

In the <div id="meme3"></div> section, there are one elements:

- ★ A element to display the image

```
<div id="meme3" style="height:100px; width:100px; position:absolute">
  
</div>
```

5: You can add a heading title at the top of your page, eg: "Welcome to my meme Generator!"

6: The above sections are required, besides these, you can add additional sections for your webpage based on your design.

Step 2: Create your jQuery file. (75 points)

Please create your jQuery file, name it as meme.js. Please remember the extension should be .js. And then add the following parts to your jQuery file.

1. Create a \$(document).ready(function(){})

```
$(document).ready(function(){
});
```

2. Create a keyup event handler for #top-text <input> element inside the function of \$document.

- ★ attach a **keyup()** event handler to the #top-text input so that it can respond to when a user types a key.
- ★ Inside the keyup event handler, get the text entered into the #top-text input using **.val()** .
- ★ Then set it as the text of <h1 id="top-caption"></h1> using **.html()** .

3. Create a keyup event handler for #bottom-text <input> element inside the function of \$document.

- ★ attach a **keyup()** event handler to the #bottom-text input so that it can respond to when a user types a key.
- ★ Inside the keyup event handler, get the text entered into the #bottom-text input using **.val()** .
- ★ Then set it as the text of <h1 id="bottom-caption"></h1> using **.html()** .

4. Create a keyup event handler for #image-url <input> element inside the function of \$document.

- ★ attach a **keyup()** event handler to the **#image-url** input so that it can respond to when a user types a key.
- ★ Inside the keyup event handler, get the text entered into the **#image-url** input using **.val()**.
- ★ Then set it as the src attribute of the element **** using **.attr()**.

Note that: the incomplete src will yield **ERR_FILE_NOT FOUND** error, the image will only be displayed when you input the whole image directory. If you want to avoid this, you can choose to add one button to get the text entered into the **#image-url** input using **.val()** after the complete src has been inputted instead of keeping updating the src attribute, if you just update the src every time you input a character, it is OK.

5. Create a keyup event handler for \$document inside the function of \$document.

You can move your image from left to right, and from up to down.

- ★ attach a **keyup()** event handler to **\$document**.
- ★ Inside the keyup event handler, check if **event.which==37** (left arrow), **event.which==38** (up arrow), **event.which==39** (right arrow), **event.which==40** (down arrow), then move the div/image correspondingly.

```
$(document).keyup(function(){
    if (event.which==37){
        $("div#meme3").animate({
            // add code here to move the div/image to the right by 100px (or left by -100px)
            left: '-=100px',
        });
    }
});
```

6. Link JavaScript file to HTML file by using <script> </script>.

```
<script src="meme.js"></script>
```

Step 3: Create your CSS file. (10 points)

- ★ Please create your CSS file, name it as **meme.css**. Please remember the extension should be **.css**.
- ★ Design your own CSS style.
- ★ Link your CSS file to HTML file by using **<link></link>**

<https://lecture.yangxinmtsu.repl.co/4410/OLA4.html>

3/4

```
<link type="text/css" rel="stylesheet" href="meme.css" />
```

Step 4: Please submit your OLA4 in replit!

Grading

There are 100 points in total. Here is the grading scale:

Part	Points
HTML	15 Points
CSS	10 Points
jQuery	75 Points

If you have any question, email me at Xin.Yang@mtsu.edu or stop by my office at KOM301G.

© 2023 Xin Yang. All rights reserved.