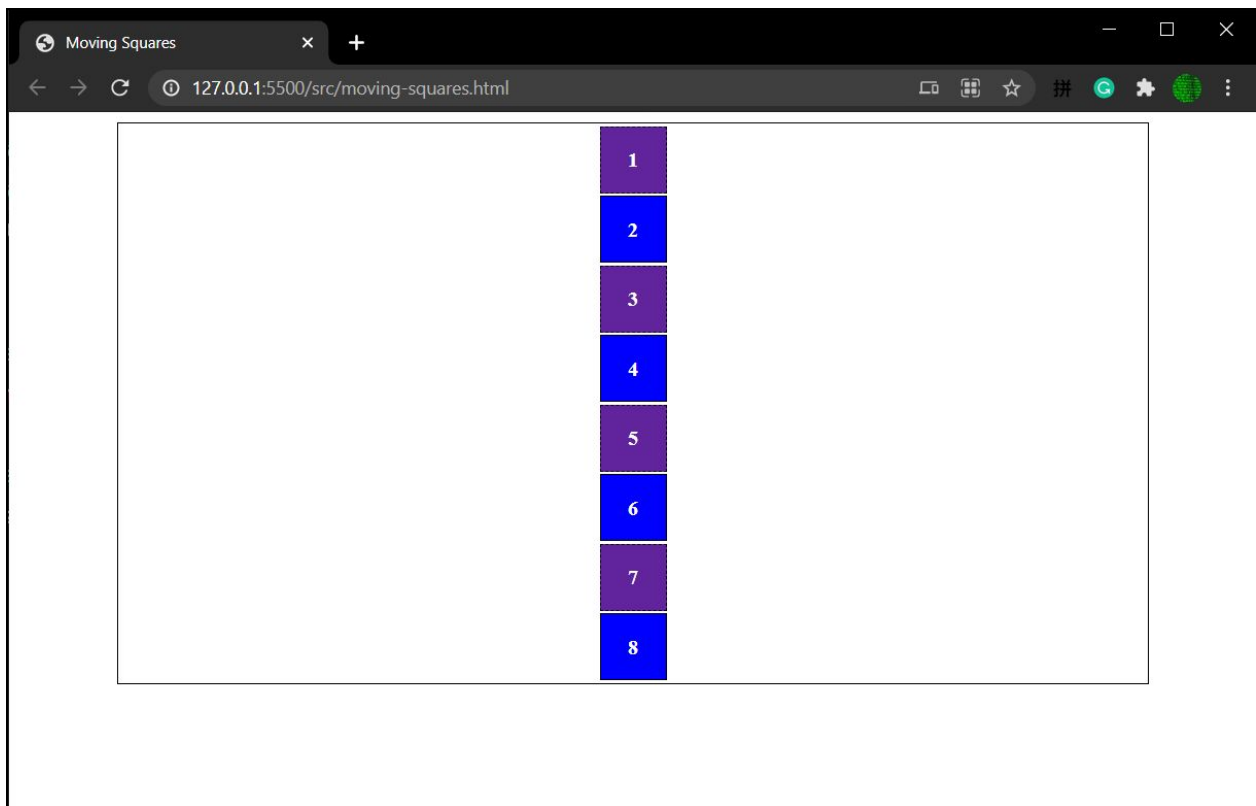


CSCI 3321 - Client Server Web Programming Spring 2021

Homework 04 - Moving Squares

1. Overview

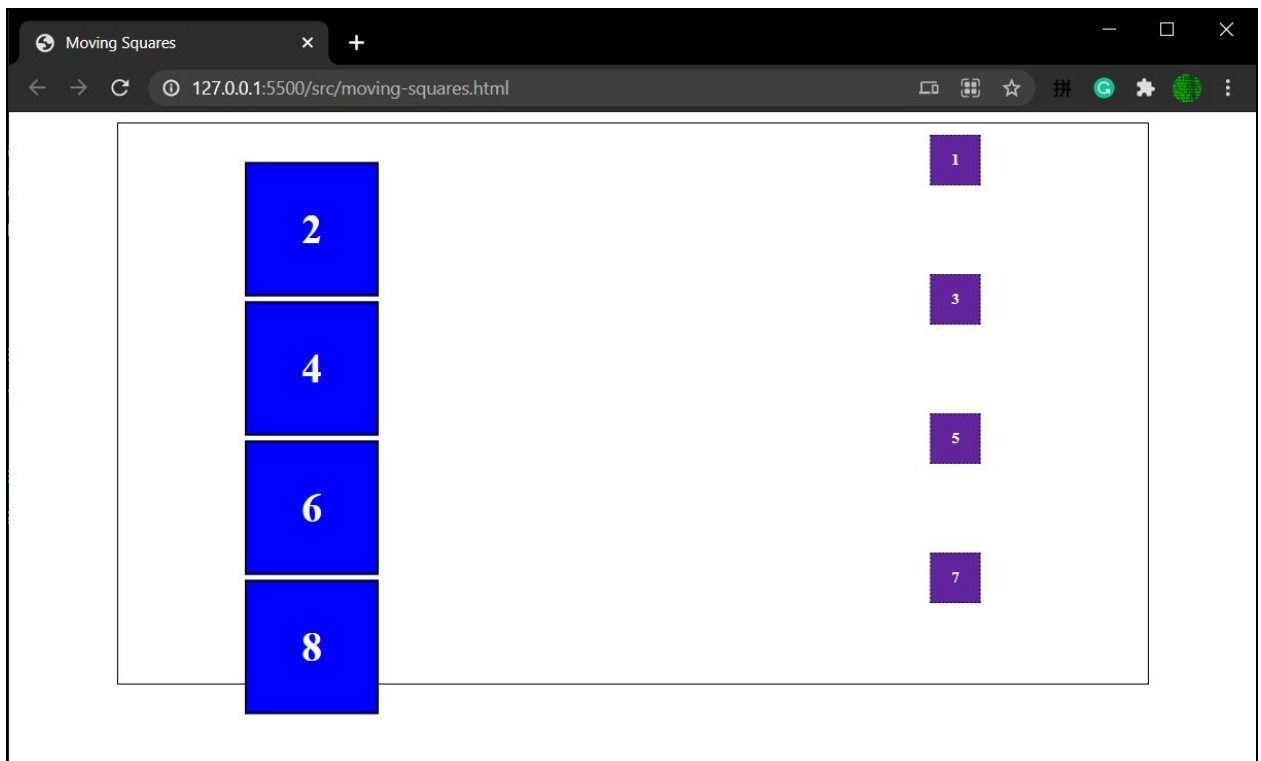
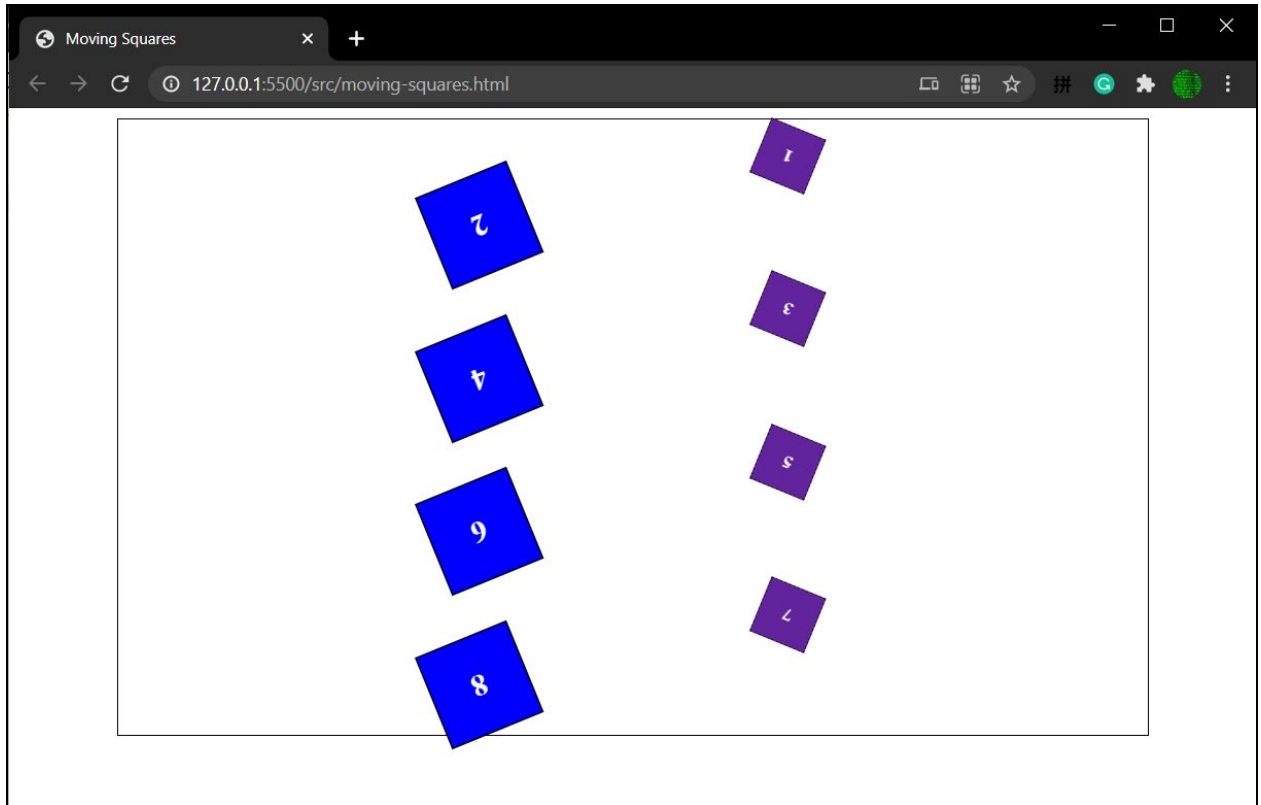
Build a web page that looks like the image below and name the web page **moving-squares.html**, and save it under the “src” folder in your Visual Studio Code. Then create a new style file called **moving-squares.css** for this page and save it under the "style" folder in your VS Code.



2. Requirements

The minimum requirements for this page are listed below:

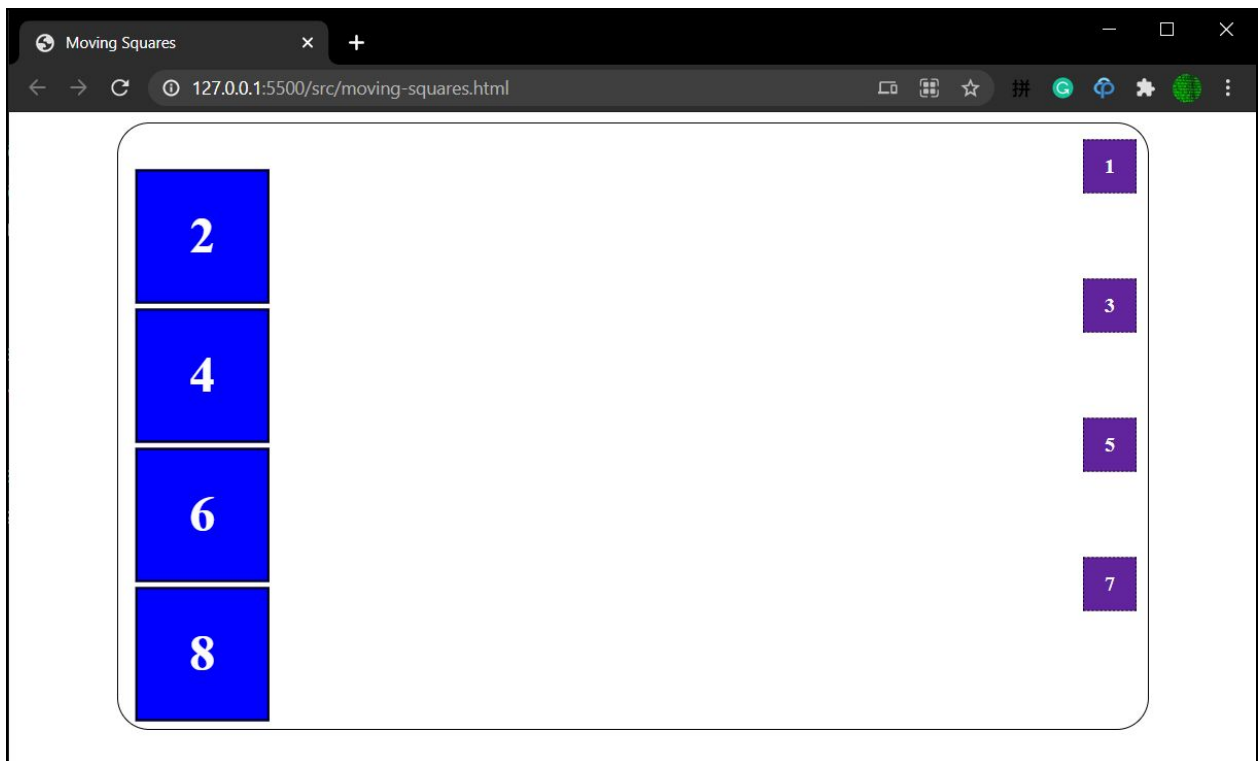
- There are at least 8 squares on the page
- Each square is 50px X 50px in dimension
- Each square is labeled from 1 to 8
- You may use different background color for each square
- The container that holds the squares must be 800px wide and at least 450px high
- The container must have a solid border. The border style and color are up to you
- There shall be a small gap between each square
- When the page is loaded, all 8 squares shall stack on top of each other and line up in the middle of the container, as shown in the screenshot above
- When you hover the mouse over the container, each square marked with an odd number will **smoothly** move 250px to the right of the container while rotating 1080 degrees counter-clockwise and shrinking to 75% of its original dimension, and each square marked with an even number will **smoothly** move 250px to the left of the container while rotating 1080 degrees clockwise and doubling its size
- When you hover the mouse off the container, each square will go back to its original position



3. Bonus Tasks

You can earn up to 10 marks of bonus for your homework assignment by completing the following additional tasks:

- Moving squares to both edges of the container. (hint: you will need to calculate how much to move in each direction)
- The square container will change its height so that the big squares will not go outside the container
- The container will gradually add rounded corners until the transition is complete (the container does not have rounded corners at the beginning)



4. Turn in your assignment

After you complete your assignment and fully test that all minimum requirements are met, push your assignment to your GitHub repository and submit the link to your GitHub repository in D2L before the due date.