

**N.B.** My first intention was to have this code, the code I have attached, as backup and try to build the program using "ReactJS". For that I was reading and practicing "ReactJS". But, I become concerned that I am taking time to read it well and build the APP using it. So I decided to forward you my first version of code, which I programmed it using HTML, CSS, and JS (jQuery). But, I have future plans to build it using one of the modern JS frameworks for efficiency and easy deployment.

### **Short Description about the Program**

The Program contains an HTML which has a "Header" that contains the logo of viaplay and a "Body" that contains the JavaScript code. In the body of the HTML code, I created a "DIV" which is a static element and it will help me to access the dynamic elements (image container and the image itself) which I will create later by JavaScript. I will create a container which will be a parent to each dynamically created image element and its main job is to list the images in the specified format on the screen. Hence, every image will be put in the Container inside the "DIV" element of the body of the HTML. The dynamic container has a class name called "container" and the static "DIV" inside the body has a class name called "root". I also have a CSS file which contains the style and format of the HTML, header, and the dynamically created containers and images along with the focus and hover effects.

The Program fetches the images from the Viaplay API URL using the CORS specification. It considers successful requests with XMLHttpRequest status response values between 200 – 400. I also tried to handle possible errors that may occur during fetching. After parsing the returned JSON file, the program accesses the images using a loop as it can be seen in the code. For every image retrieved, I have created an element called "log\_image" dynamically, and assigned the image value to it as a source. I also added a "tabindex" for each element, so that it can be accessed by keyboard keys later. Then, each "log\_image" will be appended to the parent element called "container".

The next stage will use jQuery to control the images that are already displayed on screen, using the keyboard keys. As a starting point, when a user presses the "down" arrow key, the first image in the list will be focused. From that we can go to next and previous images using the "Left" and "Right" arrow keys. We can also select an Image using the "Enter" key. I.e. when user presses the "Enter" key being in a specific image, the style of that image will be changed. For e.g. its boarder-color and boarder-style will be changed. A user can select as many images as she/he want. To remove the selection of an image, the user has to go to the specific image and press the "Back" key of the keyboard.

The program can be run by opening the Index.html using a web browser, of course the logo image and CSS file should also be put in the same directory with index.html. It works in my browser fine. I also tried to handle the cross-origin errors that may occur. In case you face problems opening it, please contact me or try to reload the page many times.

Thank you so much. I look forward to join Viaplay and build this application easily using the frameworks that I am currently spending time on.

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