INFO 2420 Project 6
Web Site Resources and JavaScript

Behaviors Project 6 Objectives: 2025

- Learn how to create graphical content with specified dimensions and formats for a Web site.
- Incorporate the site color palette into graphics and a background image.
- Learn how to resize images for consistent appearance when one is swapped for another.
- Plan and execute graphical components for use in JavaScript button rollovers or image swaps to make use of client-side scripting and reduced load times.
- Design and create a background image for a fixed width two column layout.
- Find freely-licensed JavaScript code and adapt JavaScript behaviors on a Web page with a button rollover, a logo image rollover and image thumbnail swapping.

Project Overview:

This project will require you to create more graphical content for your business' final web site. You will create or modify images for use in JavaScript rollovers and image swaps: a logo rollover, a print button rollover, and thumbnail image swaps. You will also need to create a two-column background image for use in Project 7. This will require you to create new button images and modify your logo image, and resize some of your business images for use in a thumbnail image swap. Refer to the Intro to JavaScript Slideshow and the JavaScript Practice 1 for help with JavaScript.

You will make use of your original logo image from Project 5 to create a new logo with variations. This new logo will be the exact same size, but will be swapped out when the user hovers the mouse over the original logo. You will also create two versions of a print button. The first image will be the default image and the second will be swapped out when the user does a mouse over of the other button. You should style your second button image so it looks different enough to provide a visual clue to the user, this is a button.

A performance optimization technique can be used with repeatable background images. You can create a vertical or horizontal slice of a needed background in a very small image file and then when you use the background-image on a page, repeat the background in either the X or Y direction to get a much larger background that is just the size needed. The trick is to think ahead when designing the image so it will repeat exactly as needed. We will make use of a horizontal background image that will be repeated in the Y direction in Project 7.

You will also place image thumbnails on a page with a large version of one of the images. You will implement the JavaScript needed to provide an onmouseover image swap for each thumbnail and also a title change. You will place this thumbnail image swap image files and associated JavaScript code also on the Graphics.htm page. This will require you to size thumbnail images and large images to be consistent in their width and height.

Getting Started:

Step 1. Create a folder called Project 6.
Copy the start.htm file (found on the Canvas home screen for the class, inside the start.zip folder) to your Project6 folder. Rename the start.html file Graphics.htm.
Just DownLoad my Graphic.htm file I put out onto Canvas
Remember to change the title of the file.

Step 2. Copy your SiteDesign.htm file from Project 3 to the Project 6 folder.
Create an Images folder in your Project 6 folder.
Add a Fullsize and Thumbnails subfolders in your Images folder.

Button Image Rollover:

Step 3. In this project, you will create two Print Page Buttons
that we will use in Project 8 to open a print version of a web page.
You will use a JavaScript image swap usually called a rollover, to have the Print Button change appearance as it is hovered over and hovered out.
There are many ways to create a button. You can be as creative as you like.

To Create A Simple Button:

1. Open up Adobe Photoshop and Create your Print Buttons

3. Change the text to say "Print Page"
4. Select the font and font size you like best.
5. Change the colors to match the colors from your color scheme.

6. When you are attaching it to the web page, you will add the width and height specifications of 200 Width 50 Height.
7. Save the Print Button as Print1.jpg and save it inside your Images folder.
8. Now Create Second Print Button by simply changing it so it looks different than the first buttton ...for example: Simple Beveled Buttons
9. Keep the text the same as "Print Page"
10. You can change the font and font size to be different or you can keep it the same.
11. Change the colors to be different than what you had for the Print1 Image. If you do not want to change the coloring, make sure to then change the font. There needs to be a noticeable difference between the two buttons.
12. After you have made a change to either the font or the coloring, make sure you check the box that says pressed, like the screen below.
13. You should have 2 Print Page Buttons that look similar but are different in color or design. (Example: Print1.jpg & Print2.jpg) Save the two files in you images folder on Project 6.

Step 4. You now have two separate Print Page Buttons. Next we will add some code, so that when the Print Buttons are hovered in and out they change. In the body section of the html page we will add the following code.

```
<body onload="preloadImages()">
<div>
<a href="" onmouseover="document.getElementById('print').src='Images/print2.jpg';"
onmouseout="document.getElementById('print').src='Images/print1.jpg';">
<img src="Images/Print1.jpg" alt="Print Page" width="200" height="50"
id="print"></a>
</div>
```

Make sure to have the onload="preloadImages()" part inside the body tag.
This code is called *document.getElementById*. You can have whatever name you want inside the ('') part of the code right after the *document.getElementById*, but make sure that whatever name you use it stays the same for the mouseover, mouseout, and the id section of the <img> tag. Make sure the image file paths are correct, and add the width and height dimensions of **200 and 50** when typing out the full <img> tag.
Pull up the graphics.htm page in a browser and hover in and out of the button to make sure the rollover is working properly.

Logo Rollover

Create New Logo

Step 5. Open up your Logo file from Project 5.

Step 6. Make a change to this image. Either change the coloring or change the way the letters flow etc. It matters not what the change is, there just needs to be a noticeable new change with the image.

Step 7. Make sure to save the new logo image as Logo2, so your old Logo1 image dose not get written over. Export the image as Logo2.jpg and save the image in your Images folder. If you haven't done so already, make sure your Logo image from Project 5 is saved in your Project 6 Images folder as well. You should have two separate logo images in your Images folder.

Create Logo Rollover

Step 8. To create the Logo Rollover, we will use the same code we used before with the Print Button Rollover.

In the body section of the code add the following code, underneath the Print Button Rollover code.

```
<div>
<a href="" onmouseover="document.getElementById('logo').src='Images/BackyardBirdLogo2.jpg';"
onmouseout="document.getElementById('logo').src='Images/BackyardBirdLogo.jpg';">
<img src="Images/BackyardBirdLogo.jpg" alt="Logo" id="logo"></a>
</div>
```

Again, we are using **document.getElementById**. The code is exactly the same as before, except this time we made a new id name inside the inside the ('') part of the code right after the **document.getElementById**, and that id name is consistent in all three parts. Again, make sure the image file paths are correct.

Pull up the graphics.htm page in a browser and hover in and out of the logo to make sure the rollover is working properly.

Image Swap

Setting up the Image Swap

Image Swap Container

Step 9. Inside the head section of the code, right underneath the <title> tag you will add the following embedded CSS.

```
<style type="text/css">
#thumbs, #image {
width: 700px; border: solid 1px #000;
text-align: center; margin: 0 auto 0
auto; color: #000; background: #eee;
padding: 5px;


    }

    #thumbs {
        margin-top: 10px;
    }


    #thumbs img {
        border: solid 1px #000;
        margin: 5px;
    }

    #image{
        height:400px;
```

```
        }

        .instructions{
                font-style:italic;
        }
        </style>
```

This style code will add the needed styling to make a container around the images that will be swapped out in the image swap.

Creating Image Swap Images

Step 10. Go back to your Project 4 Images folder, and pick four images from either the About Us or Tributes folder inside your Project 4 Images folder. Make sure to pick four images that are all either horizontal or vertical.

Please go and Watch the ScreenCast for Project 6 for instructions on Re-Sizing Photo's for the Image Swap!

Repeatable Background Image

Step 30. In this project you will make a two-column background image that will be used in a central container area on your Home page in Project 7. This background image on your final web site will be repeated in the vertical, Y direction so it must be designed with this in mind. You should plan on creating two columns on this graphic.
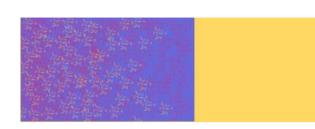
Step 31. Create an image that is a total (**900px**) wide. You will split this (**900px**) image into two separate areas; (**250px**) for the left side, (**650px**), for the right side.

150px height as well.

Step 32. On the small left side, add some kind of brush effect. Decorate it somehow, but remember not to go to crazy with the decorating. Some link buttons will go on top for Project 7 and the links will need to be readable. Also the image will be repeated vertically in the Y direction, so the decorated side shouldn't look weird when it is repeated. When you get to Project 7 and you feel you need to change your background image you may.

Step 33. Make the right side a different color than your left side. Probably pick the right side of your image to be the same color as your background color from Project 3. It can be any color, **except white**. The background image must reflect the color scheme and theme you have chosen

for your fictional business. The background image should be tasteful and professional. An example background image is shown below:

Step 34. Save your image as 2colback.jpg

Step 35. Export your background image as a GIF, PNG, or JPG, and save the image inside your Images folder, for example: **2colback.gif** or **2colback.jpg** or **2colback.png**.

Step 36. Place your background image anywhere on the Graphics.htm page using an <img> tag. Just include it as a regular image for now. We will use it as a repeated background image in Project 7.

Note: Make sure only .gif, .png, or .jpg images are in your Images folder.

Note: If you run into any problems while putting this together, don't hesitate to contact the Instructor or TA for help. You can contact them by either sending them an e-mail in Canvas or talking directly to the TA during the tutoring times.

Putting It All Together:

Step 1. Make sure all images used in this project are included on the Graphics.htm page using the <img> tag. Add needed styling to the CSS style sheet. JavaScript should be used for all rollovers and image swaps. Remember to provide alt text for each <img> tag or you will have validation errors.

Step 2. Validate your Graphics.htm page using the HTML 5 standards

Procedure for Submission:

Submit your Project6 using the following steps:

Step 1. Log into your account on the GitHub and upload your entire Project 6 folder in your Projects folder on GitHub.

Step 2. View your Graphics.htm page from the Internet using a path similar to:
http://username.github.io/Projects/Project6/Graphics.htm.
http://username.github.io/Projects/Project6/SiteDesign.htm

Make sure all your images display correctly from the Internet path. Revalidate your Graphics.htm page from the Internet.

Step 3. Your instructor will grade your project from your GitHub link after the due date has passed using the grading criteria below. You can see your grade form and feedback under the **ASSIGNMENTS** Graded tab, or from the course menu in **My Grades.**
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POINTS BREAKDOWN:

The Project will be graded on the following criteria:

Two Print Page button images were created with an original and pressed button look, buttons well done	10	points
Print button images with two Print Page button images were used on the Graphics.htm page and needed JavaScript created a button image rollover	10	points
A modified logo2 image was created that added variation or effect, logo2 was well done	5	points
Logo and Logo2 images were used on the Graphics.htm page and needed JavaScript created an image rollover.	10	points
Fullsize and Thumbnail images were sized correctly at 72px/in	5	Points
Thumbnails were used on the Graphics.htm page to do JavaScript image swaps with the Fullsize images. Titles were also swapped for the Fullsize images. Used SiteDesign colors on image background and added needed CSS styles for surrounding \<div>s.	10	Points
Background image met size of 900px and color requirements with two defined sides of 250px and 650px.	10	Points
Background followed artistic design principles and supported business theme and made use of SiteDesign colors.	5	Points
Validated Graphics.htm page to HTML 5.	5	Points
Submission was correct, all project images placed in an Images folder, in the Project 6 folder.	5	Points
TOTAL	75	Points