**Week 13: JavaScript Homework Instructions**

In this assignment, you will create an HTML page for your web portfolio that uses a JavaScript. Below are some JavaScripts you may want to include.

Inline JavaScripts (don’t require an external script or <SCRIPT> tag:

Add Today’s Date

Insert the following code where you would like the date to appear:

<button type="button" onclick="document.**getElementById**('date').innerHTML = Date()">  
</button>

<p id="date"></p>

If you don’t want your user to click a button to see the date,

Just put the JavaScript in a <SCRIPT> tag.

<p id="date"></p>

<script>

var d = new Date();

document.getElementById("date").innerHTML = d;

</script>

Reveal/Hide Elements

This is a good way to show a larger image after you click on a thumbnail, lightbox style. The following script opens an image when you click on its thumbnail. After the larger image loads, you can click it to make it disappear.

<img id="myThumbnail1" src="thumbnail1.gif" onclick="document.getElementById('myImage1').src='image1.gif'">

<img id="myImage1" src="" style="width:200px; margin: auto ;" onclick="document.getElementById('myImage1').style.display='none', document.getElementById('myThumbnail1').style.display='block'">

Add both image tags for each thumbnail image in your gallery to load a larger image on the page. You may need to adjust the size, position and z-index to get it in the correct position on the browser window.

Add Collapsible Side Navigation

This is a bit more advanced and requires you to add CSS as well as JavaScript:

<https://codepen.io/SaraSoueidan/pen/bogtz>

Open a Random Page:

The following JavaScript can be used to open a random page at the click of a button (or image or link). This script uses a random number generator to select from a list of content or web pages that you enter.

The script sets a value for the variable “randomlinks”, which is defined as an array (see where it is set as = []). You can put in as many links as you want but be sure to always start with randomlinks[0] and step up each link by one number. “Math.” methods are used to make mathematical calculations in JavaScript. The script below calculates a random value for “randomlinks” by using the random() function, which is a basic function in JavaScript.

<script>

var randomlinks = [];

randomlinks[0]="http://example-website0.com/";

randomlinks[1]="http://example-website1.com/";

randomlinks[2]="http://example-website2.com/";

randomlinks[3]="http://example-website3.com/";

randomlinks[4]="http://example-website4.com/";

randomlinks[5]="http://example-website5.com/";

randomlinks[6]="http://example-website6.com/";

function randomlink(){

window.open(randomlinks[Math.floor(Math.random()\*randomlinks.length)]);

}

</script>

In your HTML document, use the following form code to create a button on your web page that calls the random page using the JavaScript:

<form method="post">

<p><input type="button" name="B1" value="Random Link" onclick="randomlink()"></p>

</form>

or just use the onclick attribute in <a>:

<a href="#" onclick="randomlink()">Random Link</a>

Play around with this script to see if you can make the link be an image instead of a button. You can also have the script open random images or other media content instead of a random page.

More scripts at <http://www.w3schools.com/js> and <https://www.quackit.com/scripting/>