

Rollover

Define Rollover .

5.3 Rollover

Rollover means change in the appearance of the object when user moves his or her mouse over an object on the page.

The rollover effect is mainly used in web page designing for **advertising purpose**.

5.3.1 Creating Rollover

Image Rollover

On many web pages, javascript rollovers are handled by adding an onmouseover and onmouseout event on images.

- (1) **onmouseover** is triggered when the mouse moves over an element
- (2) **onmouseout** is triggered when the mouse moves away from the element

This is an example of how it works.

```
<!DOCTYPE html>
<html>
  <head><title>creating rollover</title> </head>
<body>
  <a>
    

  </a>
</body>
</html>
```

Explain text rollover with suitable example.(4m)

A **text rollover** is a technique used in web development that changes something on the web page (like an image) when the user moves the mouse over a piece of text. This creates an interactive effect, where something happens just by hovering over text, without needing to click.

For example, when you hover over the word "Sunflower," an image of a sunflower appears. Similarly, when you hover over "Rose," an image of a rose appears.

How Text Rollover Works:

1. onmouseover Event:

- This is a special instruction that tells the web page to perform an action when the mouse moves over an element, like a word or image.
- In our example, when you move your mouse over the word "Sunflower," the picture will change to a sunflower image.

2. Changing the Image:

- We use HTML code to display a default image (like a rose), but when you hover over another flower name, the image will change to match that flower.
- This change happens instantly and goes back to the original image when the mouse moves away.

```
<!DOCTYPE html>
<html>
<head>
  <title>Text Rollover</title>
</head>
<body>
  <table border="2">
    <tr>
      <!-- Column with the image that will change -->
      <td>
        
      </td>
      <!-- Column with the text that triggers the rollover -->
      <td>
        <a onmouseover="document.flowerImage.src='pppp.png'">
          <b>Sunflower</b>
        </a>
        <br>
        <a onmouseover="document.flowerImage.src='aaaa.png'">
          <b>Jasmine</b>
        </a>
        <br>
        <a onmouseover="document.flowerImage.src='pppp.png'">
          <b>Rose</b>
        </a>
      </td>
    </tr>
  </table>
</body>
</html>
```

5.3.3 Multiple Actions for Rollover

- Suppose user is rolling the cursor over the text, then instead of simply changing the image we can display more window displaying some features or additional information about the item on which the mouse is rolling over. This process is referred as multiple actions for rollover.
- Due to this effect visitor gets more information at a glance.
- We can open additional window using the built in function **Open()**. This function is invoked using the object **Window**.
- The `open()` method opens a new browser window, or a new tab. The `close()` window closes the window.
- The `window.open()` function can be written as follows

`window.open('','infowindow','height = "20", width="20", left="30", top="30"')`

Specifies the URL of the page to open. If no URL is specified, a new window/tab with about:blank is opened

Specifies name of the window

Comma separated list of specifications such as height, width, location and so on

This function returns the object or instance of a window. We store this instance in a variable named `MyWindow`.

- Then using `MyWindow.document.write()` function we can write the information to this opened window. Thus it is possible to write additional information by opening and writing the contents to additional window.
- Following example illustrates this idea.

5.3.4 More Efficient Rollover

For efficient use of rollover, the images can be stored in an array and required images are displayed when the web page is loaded.

This makes the rollover action efficient because – the images are already collected and loaded in the array. The required image is displayed when user rollover particular text.

Program 1 : Write a JavaScript to create rollover effect that involves text and images. When the user places his or her mouse pointer over a book title, the corresponding book images appears

```
<!DOCTYPE html>
<html>
<head>
  <title>Text Rollover</title>
</head>
<body>
  <table border="2">
    <tr>
      <td>
        
      </td>
      <!-- Column with the text that triggers the rollover -->
      <td>
        <a onmouseover="document.BookImage.src='java.png'">
          <b>Java</b>
        </a>
        <br>
        <a onmouseover="document.BookImage.src='python.png'">
          <b>python</b>
        </a>
        <br>
        <a onmouseover="document.BookImage.src='perl.png'">
```

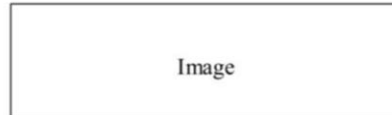
```

        <a onmouseover="document.BookImage.src='c.png'">
            <b>C programming</b>
        </a>
    </td>
</tr>
</table>
</body>
</html>

```

- (c) Write an HTML script that displays names of different brands of Laptop and an image by default as :

- Lenovo
- HP
- DELL



When the mouse moves over the specific brand name the script must display the image of respective Laptop in the adjacent box.