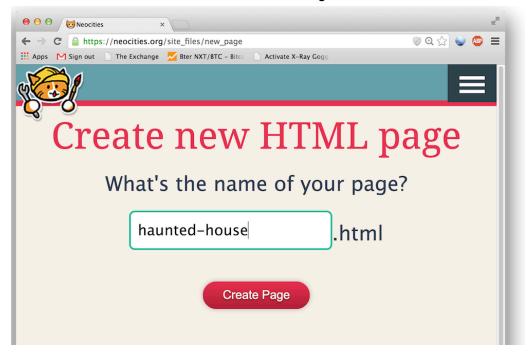
Worksheet #1: Haunted House Animation

Using: position:absolute, \$.delay(), \$.animate()

Let's create haunted-house.html in neocities.org



Search for an image of a haunted house in google

I found the following:

http://thehauntedmansion.com/HM10/Home_files/mansion-header.jpg



• Search for an image of an animated flying witch gif

Mine is the following:

http://www.sylvangrovehoa.com/images/flying_20witch_20animated.gif



 Let's add the following HTML content to the page (See: http://jsbin.com/xemaneroha/1/edit)

```
    .moving {
        position: absolute;
        top: 20px;
        left: 200px;
        left: 200px;

        c/style>

<img src="http://thehauntedmansion.com/HM10/Home_files/mansion-header.jpg">

<img class="moving witch"
        src="http://www.sylvangrovehoa.com/images/flying_20witch_20animated.gif">

<script src="http://www.sylvangrovehoa.com/jquery-1.11.1.js"></script>

<script>

$('.witch').delay(1000).animate( { top: 0, left: 400 } );

</script>
</script>
</script>
```

```
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    M Sign out The Exchange Set Bter NXT/BTC - Bitc Activate X-Ray Gog
      <script src="http://code.jquery.com/jquery-1.11.1.js"></script>
   3
   4
   5
           .moving {
                                              1. We set the initial position to (20, 200)
   6
                position: absolute;
   7
   8
  9
 10
      </style>
 11
 12
      <img src="http://thehauntedmansion.com/HM10/Home_files/mansion-header.jpg">
 13
 14
      <img class="moving witch"</pre>
 15
            src="http://www.sylvangrovehoa.com/images/flying_20witch_20animated.gif">
 16
 17
                         2. We wait for 1 second
 18
     <script>
 19
        | $('.witch').delay(1000).animate( { top: 0, left: 400 } );
 20
 21
                                                  3. We animate the witch to (0, 400)
     </script>
```

• Let's try the following:

Let's add more characters to the haunted house. How about a Pokemon character?

```
<img class="moving pokemon"
src="http://www.filegenie.net/animated gifs/pokemon/1238.gif">
```

Inside the <script> tag, add the following: