HTML/JavaScript/CSS Test Project

Goal: Use the enclosed source files to create an interactive picture gallery.

Description of the test

- Create an interactive picture gallery using a prepared HTML document and some ready-to-use JavaScript components (you can also use any JavaScript library or framework you like).
- The gallery should still be usable even if JavaScript is unavailable. (It should gracefully degrade.)
- Some gallery items have unique ids while others do not. You can see in the HTML source that some DL elements have ids.
- Default elements in the gallery should be shown by default after the page is loaded and have class named "shown".
- Tabs for each gallery on the page should generate automatically after document is loaded.
- Tabs should have tips with text that are grabbed from the alt attribute of each picture.
- Don't use tables for creating tabs – use appropriate HTML markup+CSS for that.
- HTML and CSS should be valid according to W3C standards.

NOTE: You can only include JavaScript and CSS files. Don't touch anything else in the HTML document.

Source Files

gallery.pdf	This document
video/gallery.html	Video demo of completed job
gallery.html	Ready-to-use HTML document*
gallery.js	**Empty JavaScript file****
gallery.css	**Empty CSS file**
pic*.jpg	Link all of these pictures from HTML
events2.js	Ready-to-use JavaScript component to attach event handlers to DOM nodes
js-css.js	Ready-to-use JavaScript component that loads js.css only when JavaScript is enabled in browser.
js.css	**Empty CSS file** that loads only when JavaScript is enabled in browser.

** gallery.js already contains one useful function: getElementsByClass

Design of gallery

You can see the design in action in the enclosed video (video/gallery.html)