CMPT 165

INTRODUCTION TO THE INTERNET AND THE WORLD WIDE WEB

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UNIT6: JAVASCRIPT AND GRAPHICS

TOPICS

1. More jQuery Methods
2. JavaScript + SVG: Raphaël
3. About SVG
4. Working with SVG
5. Animating SVG

`$` / `jQuery`

the jQuery library uses `$`

to mean *exactly* the same thing as `jQuery`

```
jQuery('p').click(say_hello)
$('p').click(say_hello)

jQuery('#changeme').html('Somebody clicked me.')
$('#changeme').html('Somebody clicked me.')
```

DIFFERENT WAYS TO MODIFY THE PAGE

```
$('#changeme').html('Somebody <em>clicked</em> me.')
$('#changeme').attr('class', 'active')
$('img#changeme').attr('src', 'other_img.png')
$('section#expanding').append('<p>new paragraph.</p>')
newstyle = {
    'font-size': '1.5em',
    'margin-left': '2em'
}
$('#styling').css(newstyle)
$('#styling').animate(newstyle, 2000)
```

* the `.animate()` function can only animate CSS properties that are *numeric*
e.g. it **cannot** animate **font-weight** from normal to bold, or colour values

JAVASCRIPT + SVG: Raphaël

the library used to create and manipulate SVG graphics on the page

the images are made up of shapes (vector graphics format) not pixels

JAVASCRIPT + SVG: Raphaël

in `Raphaël`, we will use JavaScript code
to create of manipulate those shapes

working with bitmapped images,
there are libraries to help with that

vector images are just easier to work with to start with!

let's try `Raphaël` for the first time in here!

and Here is a more complicated example

you can find out more about the `Raphaël` library
in this reference

SVG IMAGES

the SVG image format is strange in some ways

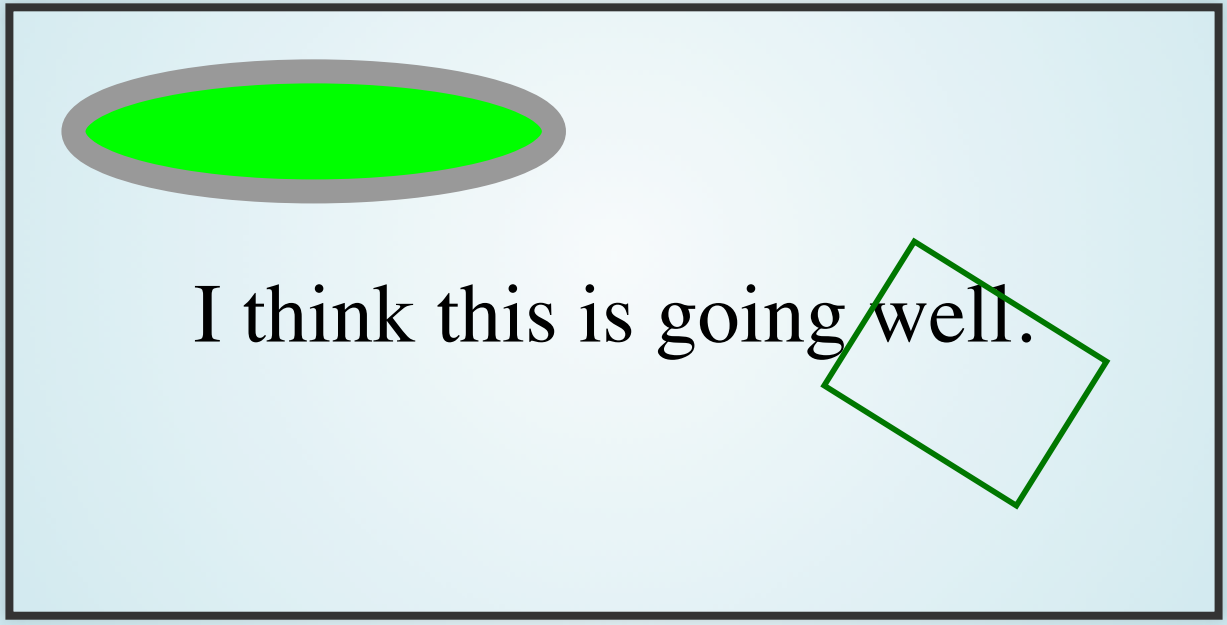
you use it like other image formats (PNG, JPEG, etc.)

but it technically has more in common with HTML

THE SVG FORMAT

SVG images are stored as text files, and contain tags and attributes, much like HTML

THE SVG EXAMPLE



THE SVG EXAMPLE - SOURCE CODE

```
<svg height="300" width="600" xmlns="http://www.w3.org/2000/svg">

    <ellipse cx="150" cy="60" rx="120" ry="30"
        fill="#00ff00" stroke="#999999" stroke-width="12">
    </ellipse>

    <text x="300" y="150" text-anchor="middle" font-size="42px">
        <tspan dy="15">
            I think this is going well.
        </tspan>
    </text>

    <rect x="450" y="150" rx="0" ry="0" fill="none"
        width="120" height="90" stroke="#007700" stroke-width="3"
        transform="matrix(0.8,0.5,-0.5,0.8,165,-230)">
    </rect>

</svg>
```

for editing a SVG file you can use Inkscape;
a free, open-source, vector graphics editor

it is designed as an SVG editor
the format that it works with by default and best is SVG

DYNAMICALLY MODIFYING SVG

Since we can use JavaScript code to modify SVG images

we can do that work anywhere we want in our code

Lets try it here!

`paper.path()` - DRAWING LINES AND CURVES

we can use the **`paper.path()`** function
to draw lines and curves on the canvas!

we need to pass it a *path string* upon calling it

`paper.path()` - DRAWING LINES AND CURVES

before delving into the details,
let's try an example first, here!

`paper.path()` - DRAWING LINES AND CURVES

the *path string* is a series of these commands that will be used to draw the path

the path will contain the following commands [remember that (0,0) is in the upper-left]

- **M**: move to the point (x, y), e.g. **'M50,20'**
- **L**: draw a straight line from current position to (x,y), e.g. **'L390,30'**
- **Z**: close the path (draw a straight line back to the starting point)
- **T**: curve through br(draws a curve ending to the selected point), e.g. **'T150,80'**
- **Q**: control point (chooses a point that "pulls" the curve toward it), e.g. **'Q150,180 150,120'**

ANIMATING SVG

`.animate()` FUNCTION

all the Raphaël shape objects have a **`.animate()`** function (as the exact function jQuery objects do)

when using **`.animate()`**, the *shapes' attributes* would change in an animated manner

`.animate()` FUNCTION - EXAMPLE

```
initial_attr = {
    'fill': '#fff',
    'stroke-width': '1'
}
final_attr = {
    'fill': '#f00',
    'stroke-width': '5'
}
rect = paper.rect(10, 10, 20, 20)
rect.attr(initial_attr)
rect.animate(final_attr, 2000)
```

if we have a variable referring to the shape (**rect** in that example),
we can perform the animation any time, such as later when the user clicks something

TRANSFORM STRING ATTRIBUTE

one of the most useful attributes to animate with Raphaël is the element's transformation

transform string is used to specify the transformation and it can be done using following commands

- **t** for translation (moving)
- **r** for rotation
- **s** for scaling

TRANSFORM STRING ATTRIBUTE EXAMPLE

```
rotated = {
    'transform': 'r180'
}
shape.animate(rotated, 5000)

slide_grow = {
    'transform': 't100,200s3'
}
shape.animate(slide_grow, 1000)
```

ANIMATING SVG - EXAMPLES

let's study these two examples carefully

- Example 1: User-Initiated Animation
- Example 2: Repeating Animation

Any Questions?