Intro to JS: Simple Gallery

Read the section on variable hoisting and scope in this week's lecture notes (see Moodle).

Edit the file `index.html` so that it respects HTML5 syntax and looks like the provided screenshot.

- Using index.html, build an external JavaScript file with the following specifications and will also modify the web site as described below;
- Modify the header so that there is an actual heading centered in the area using `h1` for formatting

JavaScript Specifications

- Setup a click event listener on the first image tag that will run a function
- Build the function that the previous step uses, to change the panda image to that of the polarbear
- Declare a global name space to hold your own "global" variables so they don't go into `window`.

```
//in global scope create empty object window.galleryApp
var galleryApp = {}
// then elsewhere in your code/functions any shared variables
// can go in it instead of in window
galleryApp.myThing = "whatever";
```

- Make sure that the bulk of the JavaScript is not processed before the DOM is ready (use DOMContentLoaded event to trigger an initialization function).
- Make the header change color to red when the user clicks the footer.

Extra

Look at the pong example posted on moodle and try to change the speed of the ball.