

CS 22A

JavaScript for Programmers

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Today (Day 14)

- Announcements
- Assignment 3: HTML5 Media
 - Event handling
- Debugging

Assignment 3:HTML5 Media

- Take the **A2 Team Rating and A3 Team Preferences** survey by its due date
- You will work on A3 with your new Assignment 3 Group so contact them
- Share with group **what you are good at & what are your challenges**
 - Helps set roles appropriately & encourages empathy
- **Plan to meet** at least weekly for at least 2 hours (including lab-time)
 - Remember, there may be a **revision**
- If a team member has **not** been in touch, **contact me**
- Make sure you and your team has read and understood the web pages and referenced libraries/plugins that are mentioned in instructions and code comments **then** work together using **teleconferencing software like Canvas' Conferences (or in the same room on the same computer)**
- **Every student must actively participate, even if they are behind in other assignments**
- I can change group membership so let me know **immediately** if there are problems (you can also use the anonymous form linked from the Syllabus)
- There will be a survey on who students prefer for an Assignment 4 partner, **so be a good team member!**

Assignment 3: HTML5 Media

```
<video id="myVideo" controls preload="auto">
  <source src="videofile.mp4" type="video/mp4" />
  <source src="videofile.webm" type="video/webm" />
  <source src="videofile.ogv" type="video/webm" />
  <!-- if video is not supported -->
  <p>Your browser does not support HTML5 video.</p>
</video>
```

```

                                "play" "pause"
.play();
.pause();
.currentTime = 0;

                                myVideo.addEventListener("ended", function() {
                                // code to execute when the video finishes
                                }, false);
```

HTML5: Video and Audio in Depth

Assignment 3:

HTML5 Media

- The HTMLMediaElement interface is the same for audio & video objects
- In Nodeclipse: Activate JS Hint (See the Resources page in the Day00 module)
- Use the Debugger in FirefoxDeveloperEdition
- Code Example:

```
var myMediaEventHandlerFunct = function(event){  
  console.log("The " + this.id + " media object is " + event.type + ".");  
};  
audio.addEventListener("playing", myMediaEventHandlerFunct, false);
```