Tutorial Project 08

In this project, you will create code to create a slide show in a page**.**

1. Download the data files for this project into a folder that you name tutorial12solution.
2. Open **puppies.htm** in a simple text editor and save as **tutorial08solution.htm**.
3. Open the **puppies.js** file in a simple text editor. It has functions for adding an event, setting opacity, and creating a fadeIn effect already defined for you.
4. Use the addEvent function to run the setupSlideshow() function when page is loaded.
5. Insert a function **setupSlideshow()** that does the following:
   1. Creates an array of the images with the class **puppies**.
   2. For each image in the array, call createSlidePic passing it the slide and the index value.
   3. If there are slides, then createGallery() should be called passing it the slides array, and the createOverlay() function should be called as well.
6. Insert a function called **createGallery(slides)** that does the following:
   1. Creates a gallery div element.
   2. Creates a gallery title p element.
   3. Creates a close button using close.jpg that changes the gallery and pageOverlay elements display style to none.
   4. Creates previous and next buttons using previous.jpg and next.jpg
   5. Adds function to the previous and next buttons to call changeSlide() function with the slide that should be shown next.
   6. Appends the previous, next, and close buttons to the gallery title.
   7. Appends the gallery title to the gallery.
   8. Creates a slide using the first slide’s source for the big property.
   9. Creates a caption using the first slide’s alt text.
   10. Appends the slide and caption to the gallery.
   11. Appends the gallery to the document.
7. Insert a function **createSlidePic(thumb, index)** that does the following:
   1. Adds the **big** property to thumb and sets it to a new image.
   2. Sets the source of the big property to replacing the thumb’s src “\_small” text with “\_big”
   3. Add a **click** event to the thumb object that calls showGallery.
   4. Adds the **index** property to the big property using the value of index.
8. Insert the function **showGallery** that does the following:
   1. Changes the gallery to display the clicked slide.
   2. Shows the gallery and page overlay.
   3. Halts propagation of the click event.
9. Insert the function **changeSlide(slide)** that does the following:
   1. Retrieves current gallery information.
   2. Retrieves current slide and caption information.
   3. Sets opacity of gallerySlide to 0.
   4. Creates a new slide and assigns it the next image appropriately.
   5. Applies a fadeIn effect to the gallery slide.
   6. Sets the new caption text.
10. Insert the function **createOverlay()** that does the following:
    1. Creates a pageOverlay div element.
    2. Appends pageOverlay to the document.
11. Save your changes to the puppies.js file.
12. Open the **puppies.css** file.
13. Add a style for the gallery that you created that:
    1. Sets its position to an appropriate fixed location.
    2. Sets background color to **#DDDDDD** and adds a border with color **#FF6699.**
    3. Sets display to none.
14. Add a style for the pageOverlay div you created that:
    1. Sets position to cover the full page.
    2. Sets background color to the same as for the gallery’s.
    3. Sets the opacity to 70.
15. Test your finished code in a browser. Make corrections as necessary.
16. Print a copy of **tutorial08solution.htm, puppies.css,** and **puppies.js**.