

Activity 12: Modify the Carousel Application

The goal of this activity is to modify the way the bxSlider plugin is used with the Carousel application. To do that, you may have to refer to the options for this plugin that are described at <http://bxslider.com>.

Part 0: Download files

1. Download **Activity12.zip** folder and extract everything.
2. Verify there are no errors in the HTML and CSS files.
3. Rename the files to ***Lastname-Activity12.html***, ***Lastname-Activity12.css*** and ***Lastname-Activity12.js***.
4. Review the code and make sure you understand the code. Run the application to see how it works by clicking on each tab.



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Part 1: Modify code

1. Modify the jQuery code that calls the bxSlider plugin so the first image that's displayed is selected randomly. To do that, you can use the randomStart option
2. Add an option to the code that calls the bxSlider plugin so the carousel moves one slide at a time
3. Modify the code for the bxSlider plugin so that only one image is displayed at a time.
4. Modify the code for the bxSlider plugin so that the width of each slide is 500.
5. Modify the code for the bxSlider plugin so that a caption of the image is shown.
6. Add an option to the code that sets the time between the automatic transitions to 3 seconds.
7. Add options to the code so a pager is displayed in the format shown above. This pager should be displayed in the paragraph with the id of "id_pager" that's below the list of images.
8. Verify there are no errors.

Part 2: Upload files to your Exercise folder in your webpages account

Verify that your final webpage is accessible from the server.

Part 3: Turn in your activity

1. Log in to Canvas.
2. Go to the Activity #12 Submission link on the Canvas page. Upload the upload the .html, .css and .js files to the submission page.
3. In the Comments textbox of Canvas provide:
 - a. the URL of your html file on the web server. You must provide the correct URL to get credit.