

In-class 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 ***Lastname1Lastname2-Activity12.html***, ***Lastname1Lastname2-Activity12.css*** and ***Lastname1Lastname2-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.



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.

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4. Add an option to the code that sets the time between the automatic transitions to 3 seconds.
5. 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 “pager” that’s below the list of images.
6. Verify there are no errors.

Part 2: Upload ALL files including js12 and images12 folders to you and your partner’s public_html folder and verify the URL.

Part 3: Turn in your activity

1. Each partner should upload the *.html*, *.css* and *.js* files to Canvas, and place in the Comments their URL and partner’s name.