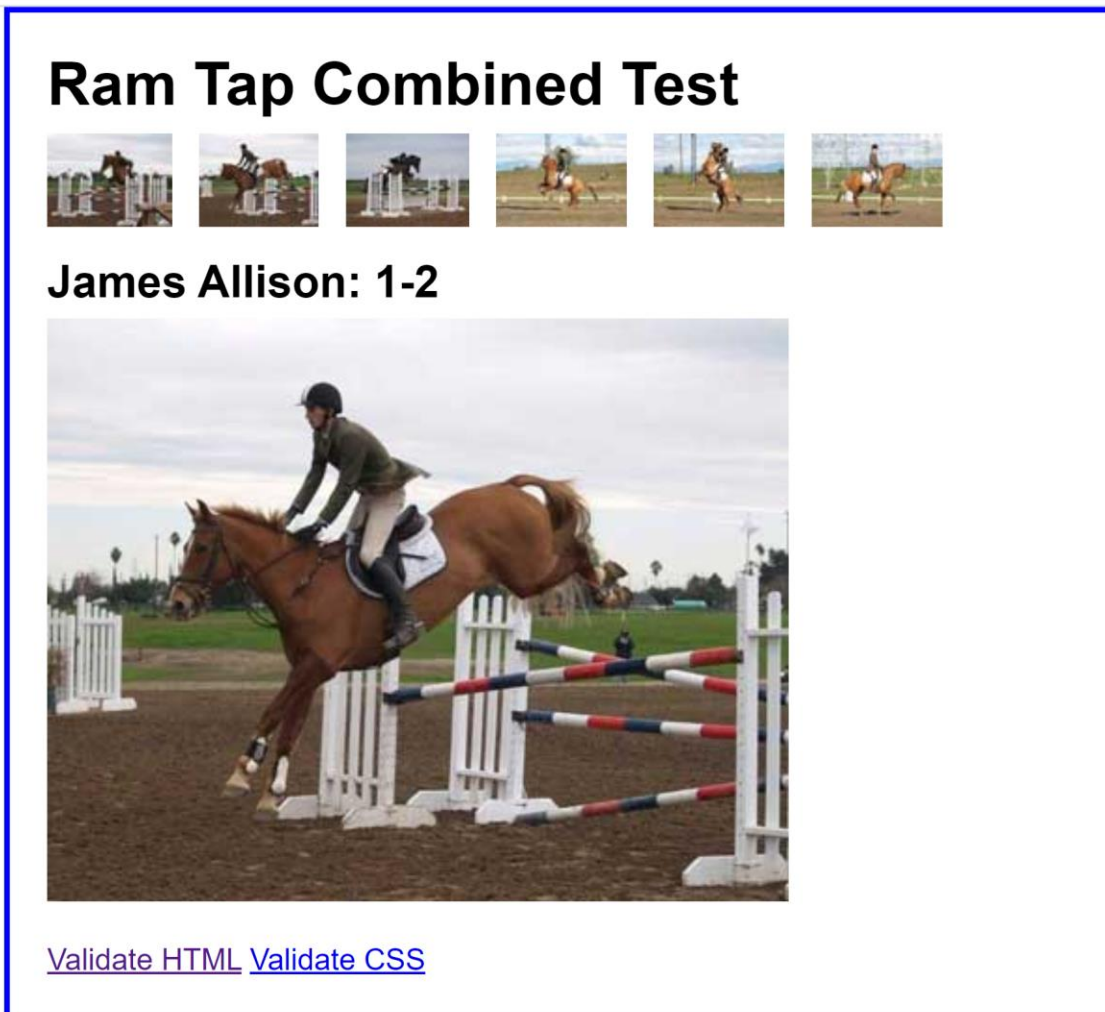


Activity #10: Image Swap Application

The goal of this activity is to modify an Image Swap application so that it uses effects and animation to display and hide the images. The application should look like the below image after the second thumbnail is clicked.

**Part 0: Download files**

1. Download **Activity10.html**, **Activity10.js**, **Activity10.css**, **Activity10_images.zip** and **Activity10_thumbnails.zip**.
2. Verify there are no errors in all files.
3. Rename the files to **Lastname-Activity10.html**, **Lastname-Activity10.js** and **Lastname-Activity10.css**.
4. Review the code in the JavaScript file and make sure you understand it. Run the application, to see how it works by clicking on each thumbnail.

Web-Based Application Design and Development (ITIS 3135)**Part 1: Modify code**

1. In the JavaScript file, add statements that preload the image
2. Then add statements that fade the caption and image out over a duration of two seconds.
3. Modify the statements that display the new caption and image so the caption and image are faded in over a duration of two seconds. Then, run the application to see that this doesn't work the way you might expect. Instead, the new caption and image are displayed and then faded out and back in.
4. Add a callback function to the statement that fades out the image. Then, move the statements that display the new caption and image within this callback function. Now, the old caption and image should fade out and the new caption and image should fade in.
5. After the image fades in, add statements to change the font size of the caption to 1.5 em after two second using the animate method.
6. Cancel the default action of the link.
7. After the page loads, have the focus on the first thumbnail like below

Ram Tap Combined Test



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 by going to

<https://webpages.uncc.edu/yourUsername/Exercise/Lastname-Activity10.html>

Part 3: Turn in your activity

1. Log in to Canvas.
2. Go to the Activity #10 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.