**In-class Activity #9: Image Gallery Application**

**You will develop an Image Gallery application that displays different images when the user clicks on the links at the top of the page.**



**Part 0: Download files**

1. Download **Activity9.html, Activity9.js, Activity9.css** and **images.zip**.

2. Verify there are no errors in all files.

3. Rename the files to ***Lastname1Lastname2-Activity9.html, Lastname1Lastname2-Activity9.js* and *Lastname1Lastname2-Activity9.cs****s***.** Unzip the compressed images file.

**Part 1: Modify code**

1. In the JavaScript file, add an event handler for the ***ready()*** event method.

2. Use the ***each()*** method to run a function for each *<a>* element in the unordered list of items. Then, add jQuery code that gets the URL and caption for each image and preloads the image. You can get the URL from the href attribute of the *<a>* element, and you can get the caption from the title attribute.

3. Add an event handler for the click event of each link. The function for this event handler should accept a parameter named *evt*. The jQuery code for this event handler should display the image and caption for the link that was clicked. In addition, it should use the *evt* parameter to cancel the default action of the link.

4. Add a jQuery statement that moves the focus to the first link on the page when the page is loaded.

5. Verify there are no errors.

**Part 3: Upload ALL files to yours and your partner’s public\_html folder and verify the URL.**

**Part 4: Turn in your activity**

1. Each partner should upload both the .html, .js and .css files to Canvas, and place in the Comments their URL and partner’s name. Do not upload the images to Canvas.