Announcements

- Check class announcements daily
- You must implement programming projects by yourself
- Let's look at the firebug debugger

Course Evaluations

- **Please complete the evaluations as soon as possible. The web page is:**

  https://www.courseevalum.umd.edu/portal

Applets

- Applet → Java program that can be run in a browser. The program is represented by a file with the .class extension.
- Web sites with Java Applets
  - http://javaboutique.internet.com/javasource/
  - Sites provide instructions on how to install the applet and the parameters you need to specify.
  - http://freewarejava.com/
- Two main types of Java Applets
  - **Type 1**: You only need one file (a <fileName>.class file)
  - **Type 2**: You need other files besides the main <fileName>.class file). A folder with all the required files needs to be specified.
- Example: AppletExampleOne (Type 1)
  - Based on http://javaboutique.internet.com/Mdrain/
- Example: AppletExampleTwo (Type 2)
  - Based on http://javaboutique.internet.com/BallDrop/

Server Side Includes

- What are they?
- Why you want to use them?
  - To include a file in other files.
  - To display file modification time.
  - To display current date.
  - Others
- **Example:**
  - http://www.cs.umd.edu/~nelson/classes/122/webPageEx122/index.shtml

Web Pape Example (Tab-Based Page)

- **Example:**
  - http://www.cs.umd.edu/~nelson/classes/122/webPageEx122/

Graphics in JavaScript

- JS3D
  - http://www.wxs.ca/js3d/
  - Library which allows you to have interactive 3d objects on your website.
  - Let's see some examples.
- Ortho
  - http://www.craic.com/ortho/
  - 2-D graphics library

Graphics in JavaScript (<canvas>)

- **<canvas>** html element that can be used to:
  - Draw graphics
  - Make photo compositions
  - Perform Animations
  - https://developer.mozilla.org/en/html/canvas
  - Originally introduced by Apple
- Safari, Opera, and Firefox supports the canvas tag.
- **Drawing with Canvas**
  - https://developer.mozilla.org/en/Drawing_Graphics_with_Canvas
- **Canvas Painter**
  - http://caimansys.com/painter/
- **Canvas 3D Demo**
  - http://www.tapper-ware.net/canvas3d/

Rounding Corners with JavaScript

- Alternative I: Using Nifty Corners Cube by Alessandro Fulciniti
- http://www.html.it/articoli/niftycube/index.html
- Alternative II: http://www.netzgesta.de/corner/
  - Read license before using

Making Scalable Images

- Define width and height of images using percentages
- **Example:** scalableImage.html, scalableImage.css
- Defining only the width allows you to widen the image
- You keep the image from expanding beyond a particular point use the max-width property

REFLECTION ON IMAGES USING JAVASCRIPT

- Using Reflection.js at:

  http://cow.neondragon.net/stuff/reflection/

- Usage:
  - Add to the header section (where reflectionJS is the folder with reflection.js)

    ```
    <script type="text/javascript" src="reflectionJS/reflection.js"></script>
    ```

  - Add class to element you want to reflect. For example:

    ```
    <img id=src="glmBld.jpg" width="444" height="296" alt="glmBldImg" class="reflect ropacity99 rheight99" />
    ```

- rheightNN – NN (% image's height used for the reflection's height)
- ropacityNN – NN (% of the transparency of the reflected image)
- **Example:** reflection.html, reflection.css