

Announcements

- ❖ Check class announcements daily
- ❖ You must implement programming projects by yourself

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 Page 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:

```

```

- ❖ 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