

Announcements

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

CSS Cookbook by Christopher Schmitt

- ISBN-13: 978-0-596-52741-9
<http://www.oreilly.com/catalog/cssckbk2/>

Form Processing Review

- ❖ **Example:** FormExample folder
 - ❖ Notice the use of <fieldset> and <legend>
 - ❖ Notice the <label>

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.
- ❖ Walterzorn
 - ❖ http://www.walterzorn.com/jsgraphics/jsgraphics_e.htm
 - ❖ JavaScript Vector Graphics Library
 - ❖ Provides graphics capabilities for JavaScript: functions to draw circles, ellipses (ovals), polygons, etc. dynamically into a webpage.
- ❖ Ortho
 - ❖ <http://www.craic.com/ortho/>
 - ❖ 2-D graphics library

Graphics in JavaScript (<canvas>)

- ❖ <canvas> new html which can be used to:
 - ❖ Draw graphics
 - ❖ Make photo compositions
 - ❖ Perform Animations
 - ❖ <http://developer.mozilla.org/en/docs/HTML:Canvas>
 - ❖ Originally introduced by Apple
- ❖ Safari, Opera 9, and Firefox supports the canvas tag.
- ❖ **Examples:**
 - ❖ http://developer.mozilla.org/en/docs/Drawing_Graphics_with_Canvas#A_Simple_Example
 - ❖ **Path Example**
http://developer.mozilla.org/en/docs/Drawing_Graphics_with_Canvas#Using_Paths
 - ❖ **Canvas Painter** → <http://caimansys.com/painter/index.html>
 - ❖ **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

charAt

- ❖ Allows us to retrieve the character associated with a particular position in a string
- ❖ **Example:** `charAt.html`

Break Statement

- ❖ break cause the innermost loop to exit immediately
- ❖ It is only legal if it appears inside a loop or switch statement
- ❖ **Example:** Break.html, NoBreak.html
- ❖ break can also be used with a label

Switch Statement

- ❖ Type of conditional statement
- ❖ **Example:** SwitchNames.html, Switch.html