

CMPS 2680 Guided Lab 5

Fall 2024

Part 1 - Setup

1. For this assignment you will have multiple files, so I would highly recommend creating a lab5 folder.
2. Inside of the lab5 folder you will run the following commands:

```
wget https://www.cs.csub.edu/~paul/cs2680/labs/lab5.zip
unzip lab5
```

This will provide you with a starting website we will add javascript functionality to.

3. Take a look at gallery.html and become familiar with how it is set up.
Notice the class and id attributes that have been added to the various elements.
4. Take a look at the folder structure.
Notice there is a thumbnails folder with smaller images and an images folder with larger versions.

Part 2 - Add Javascript

1. When you open script.js you will notice that it is empty. You will be adding a function to this file that will update/change the image source for the tag in gallery.html with the id "fullView"
2. Write a function called showImage that takes one parameter called image.
3. Inside of this function you will do two things:
 - a. Use the string that is passed from the image parameter to reference the path to the correct image in the images folder.
 - b. Select the large full view tag by using document.getElementById("fullview");
 - c. Update the source for the tag with the new path from step a.
4. Once you have written your showImage function, you will call it by adding the onclick attribute to each thumbnail tag. Do not forget to pass a string to the function for which image you would like to load.
5. Add a css rule to the preview class in style.css to the cursor changes to a pointer when you hover over it.
Hint: The 'cursor' property can be selected and changed in your css file.