CMPS 2680 Guided Lab 5

Spring 2025

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 <img> 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 <img> tag by using document.getElementById("fullview");
   c. Update the source for the <img> tag with the new path from step a.
4. Once you have written your showImage function, you will call it by adding the onclick attibute to each thumbnail <img> 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.