Introduction

This assignment builds on the lab and slideshow project we did in class and creates a new way to view the sixteen images you generated for assignment 4. Start early. This project is not terribly complicated, but even small confusion can spiral into real trouble.

Part 1: Do Lab07 Extra Credit [4 points]

Do the extra credit part of lab07.

Part 2: Variations version 2 [16 points]

In class, we added next and prev buttons to a slideshow. These buttons allow a visitor to flip from one image to the next.

But, what if the images do not fall into a purely sequential pattern? Instead, what if the images vary in two different dimensions?

In assignment 4, you used convert to create sixteen variations on one image. Those sixteen variations were created by varying two conversions four times. For example you produced four amounts of swirl for one image and then did four charcoal variations on each of those four swirls.

For that project, you displayed the sixteen variations in a 4x4 html table. Moving across each row, one saw increasing amounts of swirl, while going down a column, one saw increasingly broader charcoal strokes.

The Problem

For this project, you will simply display the sixteen variations in one img tag. The user can press buttons to go to the next and prev image in two dimensions. For example, in the a set of variations that combine swirl and blur, you can have one pair of buttons for more or less swirl and then one pair of buttons for more or less blur.

Specifics

In the variations directory under pictures in your website, write an HTML page called 2dviewer.html. The page should look pretty much like the illustration above. It must use a table, and it must have a place for the image, and it must have three rows of controls. One row for the first type of variation, one row for the second type of variation, and one row for reset button.

When the page loads, the version of the image with the least amount of variation is displayed. The user can press the + and - buttons to view the next/prev picture in the specified 'direction'.

When the image gets to the last variation in a direction, it rolls over to the first one, and when the image goes past the first one, it rolls over to the last one. That is, if the user presses + or - four times, the image is back to what it was originally.

The reset button returns to the initial image.

* You must use at least one function with parameters. The more the better.

Suggestions

This project is a slight extension of the ideas we discussed in the class where we replaced five buttons with the next and prev buttons. You can see the code we wrote in that class by going to the 5_Code directory for that class. Look for the version your section discussed. You are free to base your work on that code, but you must put in a comment saying something like "based on work from comp10 class n".

Turning in Your Work

1. Make sure your page works on your website
2. Use ssh or Fugu to transfer the html page to your desktop
3. Use Moodle to submit that html page