

Dynamic - HTML

- ❖ D-HTML is the fusion of various web coding technologies that allows *dynamic* web content.
 - ◆ D-HTML allows content presentation to change with user interaction or time
 - ◆ XHTML alone will create static (unchangeable) pages.
 - ◆ D-HTML = XHTML + CSS + JavaScript + EM + DOM
- ❖ JavaScript = Scripted Programming Language
- ❖ EM = Event Model
 - ◆ onclick = Click mouse on object event
 - ◆ onmouseover = Mouse over object
- ❖ DOM = Document Object Model
 - ◆ document.frmCalc.txtEntry.value
 - ◆

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Rollovers

- ❖ Rollovers are an image swapping technique
 - ◆ Allows users to swap images when the mouse cursor "rolls over" the image
 - ◆ Rollovers work with the 3.0+ browsers
- ❖ Create two images, one for each mouse rollover state to implement
 - ◆ Best to do editing and save vectored graphic
 - ◆ Then convert each selectable image to gif or jpeg
- ❖ Rollovers use two mouse event handlers
 - ◆ onmouseover = Mouse over object
 - ◆ onmouseout = Mouse out of object
- ❖ DOM-0: Rollovers use **img Tag name** attribute

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How to Create Image Rollovers

Step 1: Label the Image Object

```

```

Step 2: Encapsulate Image in Link

```
<a href=" ../index.html">
 </a>
```



Step 3: Create Swap Image Event Handler

```
<a href=" ../index.html"
onmouseover="document.imgHome.src='btHomeV.gif' " >
</a>
```



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How to Image Create Rollovers

Do you want to revert back to original image when the mouse is not over?

Step 4: Restore original image using ONMOUSEOUT event

```
<a href=" ../index.html"
onmouseover="document.imgHome.src='btHomeV.gif' "
onmouseout="document.imgHome.src='btHomeN.gif' ">

</a>
```

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