Digital Media Programming

Evaluation

Assignment

Practice Exercise 7	Student Name:			ID:
	Grade:	Points: /585	Percent:	Letter:

Note: *Carefully observe online example and replicate its behaviors in this project*

All pages are present and correct, and maintain the design of the example		**10**
All author links load respective files to the same sub-window		**20**
Time-sensitive and cookie-aware messages on home and info pages		**20**
Close Window button on each author page closes the sub-window		**20**
List of authors in table on info page uses a JavaScript array to create the rows		**20**
Example of Work links function from JavaScript arrays only when cookie is set		**20**
Example of Work links display tags a mouse touch only when cookie is set		**20**
Wizard of Oz link navigate to Oz page only when cookie is set		**20**
Oz page maintains same basic design as other *Fantasia* pages		**10**
Oz image map causes all 10 images to appear beneath the crying lion		**20**
Cycling image automatically cycles through three banners		**20**
Each message of banner links to its Web site in another browser tab or window		**20**
Return to Fantasia Home link goes back to the home page		**5**
Wicked Witch flies diagonally up the Gallery page as shown in the example		**50**
Four art pieces are stacked on top of each other as shown in the gallery example		**30**
Each image in the stack moves to the front when the mouse touches it		**50**
Image appears in the place of the Lion drawing when it is touched in the stack		**50**
Clicking the “Hide Pictures” text causes the picture stack to disappear		**50**
Clicking the “Show Pictures” text causes the picture stack to re-appear		**50**
Clicking the “Toggle Pictures” text causes the picture stack to turn on and off		**50**
Zipped folder of exercise is emailed to instructor		**10**
Exercise is uploaded to server		**10**
URL to exercise was emailed to instructor		**10**
Total Points for Project 8		**585**

Comments:

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