

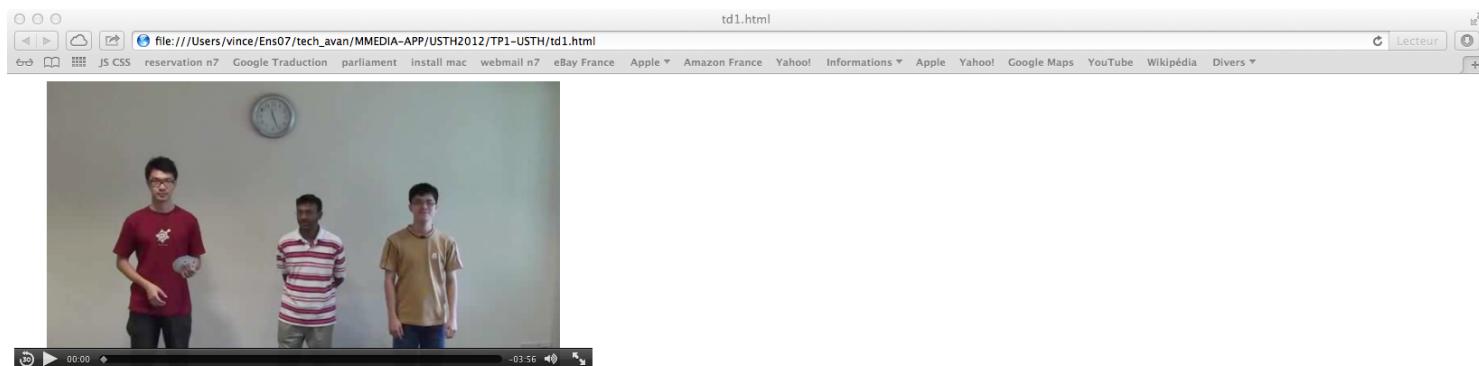
# And now do it yourself

The screenshot shows a web editor interface with the following details:

- Title Bar:** td1.html (~/Ens07/tech\_avan/MMEDIA-APP/USTH2012/TP1-USTH)
- Toolbar:** Standard file operations (New, Open, Save, Print, etc.)
- Left Panel:** A code editor with line numbers (1-9) and a tree view of the document structure. The code is as follows:

```
<html>
<head>
    <title></title>
</head>
<body>
<video id="video" src="ct640.ogg" controls width="640" height="320" autobuffer> </video>
</body>
</html>
```
- Right Panel:** A "Toolbox" panel containing various tools and samples. The "Samples (6.1.2)" section is expanded, showing the following items:
  - Abbreviations
  - HTML
  - Sample\_Macros
  - Count words... using "wc"
  - Find in Files
  - <http://slashdot.org/>
  - Make current...e writeable
  - Open New Window
  - Sample Snipp...k to Insert
  - toggle-word-wrap-edit
- Bottom Bar:** Status bar showing "Ready", encoding "Mac-Roman", and coordinates "Ln: 1 Col: 1".
- Page Number:** 1

# And now do it yourself



# And now do it yourself

The screenshot shows a web editor interface with the following details:

- Title Bar:** td2.html (~/Ens07/tech\_avan/MMEDIA-APP/USTH2012/TP1-USTH)
- Toolbar:** Standard browser-like toolbar with icons for back, forward, search, and file operations.
- Menu Bar:** Start Page, td2.html, and a close button.
- Code View:** Shows the HTML code for a page named "td2.html". The code includes an HTML structure with a head section containing a title and a script, and a body section with a video element. The video element has an ID of "video", a source file of "ct640.ogg", and attributes for width ("640"), height ("320"), and autobuffer. The code is numbered from 1 to 10 on the left.
- Toolbox:** A sidebar titled "Toolbox" containing a "Samples (6.1.2)" folder with various options like Abbreviations, HTML, Sample Macros, and Find in Files.
- Status Bar:** Ready, Mac-Roman, Ln: 10 Col: 1, and an HTML dropdown.

# And now do it yourself

The screenshot shows a software interface for web development. At the top, there's a toolbar with various icons. Below the toolbar, the title bar displays "td2.js (~/Ens07/tech\_avan/MMEDIA-APP/USTH2012/TP1-USTH)". The main area is a code editor with the following content:

```
1 var video;
2
3 function initialiser(){
4     alert("javascript hello");
5 }
6
7
```

The code editor has a vertical scroll bar on the left. To the right of the code editor is a "Toolbox" panel titled "Samples (6.1.2)" which contains several items:

- Abbreviations
- HTML
- Sample\_Macros
  - Count words... using "wc"
  - Find in Files
  - <http://slashdot.org/>
  - Make current...e writeable
  - Open New Window
  - Sample Snipp...k to Insert
  - toggle-word-wrap-edit

At the bottom of the interface, there are status bars showing "Ready", "Mac-Roman", "Ln: 7 Col: 1", and "JavaScript".

# And now do it yourself

The screenshot shows a web editor interface with the following details:

- Title Bar:** td2.html (~/Ens07/tech\_avan/MMEDIA-APP/USTRH2012/TP1-USTRH)
- Toolbar:** Standard browser-like toolbar with icons for back, forward, search, and file operations.
- Tab Bar:** Shows "Start Page", "td1.html", and "td2.html".
- Code Editor:** Displays the following HTML code:

```
1 <html>
2   <head>
3     <title></title>
4     <script type="text/javascript;version 1.8" src="td2.js"> </script>
5   </head>
6   <body onload=initialiser()>
7     <video id="video" src="ct640.ogg" controls width="640" height="320" autobuffer> </video>
8   </body>
9 </html>
```
- Toolbox:** A sidebar on the right containing a "Samples (6.1.2)" folder with various options like Abbreviations, HTML, Sample\_Macros, etc.
- Status Bar:** Shows "Ready", "Mac-Roman", "Ln: 10 Col: 1", and "HTML".

# And now do it yourself

The screenshot shows a web development interface with the following details:

- Title Bar:** td3.html (~/Ens07/tech\_avan/MMEDIA-APP/USTH2012/TP1-USTH)
- Toolbar:** Standard browser-like icons for back, forward, search, and file operations.
- Menu Bar:** Start Page, td2.html, td2bisetu.js, td2.js, td3.html (active tab).
- Code Editor:** Displays the following HTML code with red underlines indicating syntax errors:

```
1 <html>
2   <head>
3     <title></title>
4     <script type="text/javascript;version 1.8" src="td3.js"> </script>
5   </head>
6   <body onload=initialiser()
7     <video id="video" src="ct640.ogg" controls width="640" height="320" autobuffer> </video>
8     <canvas width="640" height="320" style="display:none" id="hcanvas"></canvas>
9     <canvas width="320" height="180" id="canvas"></canvas>
10    </body>
11  </html>
```
- Toolbox:** A sidebar containing a "Samples (6.1.2)" folder with various options like Abbreviations, HTML, Sample Macros, and Snippets.
- Status Bar:** Ready, Mac-Roman, Ln: 13 Col: 1, HTML.

# And now do it yourself

The screenshot shows a software interface for web development. At the top, there's a toolbar with various icons. Below the toolbar, the title bar displays "td3.js (~/Ens07/tech\_avan/MMEDIA-APP/USTH2012/TP1-USTH)". The main area is a code editor with the following JavaScript code:

```
1 var video;
2 var hcanvas;
3 var canvas;
4 var ccanvas;
5 var chcanvas;
6
7 function initialiser(){
8 //alert("javascript hello");
9
10 video=document.getElementById("video");
11 //video.play();
12 hcanvas=document.getElementById("hcanvas");
13 canvas=document.getElementById("canvas");
14 ccanvas=canvas.getContext("2d");
15 chcanvas=hcanvas.getContext("2d");
16 video.addEventListener("play",function (){timerCallback();},false);
17
18 //alert("javascript hello");
19 //video.play();
20 }
21
22 function timerCallback(){
23 alert("dans le timerCallback");
24 }
```

To the right of the code editor is a "Toolbox" panel containing various tools and samples:

- Samples (6.1.2)
  - Abbreviations
  - HTML
  - Sample Macros
    - Count words... using "wc"
    - Find in Files
    - <http://slashdot.org/>
    - Make current...e writeable
    - Open New Window
    - Sample Snipp...k to Insert
    - toggle-word-wrap-edit

At the bottom of the interface, there are status bars showing "Ready", "Mac-Roman", "Ln: 16 Col: 68", "Sel: 66 ch, 1 ln", and "JavaScript".

# And now do it yourself

The screenshot shows a web development interface with the following details:

- Title Bar:** lab4.html (~/Ens07/tech\_avan/MMEDIA-APP/USTH2012/TP2-USTH/Labs-ZoomableVideo/Lab4)
- Toolbar:** Standard browser-like icons for back, forward, search, and file operations.
- Left Panel:** A code editor window showing the HTML code for "lab4.html". The code includes a title, a script tag, and a body section with an `onload` event handler that initializes a video element and a canvas element. The video element has attributes `src`, `width="640"`, `height="360"`, `autobuffer`, and `controls`. The canvas element has attributes `width="640"` and `height="360"`.
- Right Panel:** A "Toolbox" panel containing a "Samples (6.1.2)" section with various tools and links, such as Abbreviations, HTML, Sample\_Macros, and links to http://slashdot.org/ and Open New Window.
- Bottom Status Bar:** Shows "Ready", encoding "Mac-Roman", and text "Ln: 1 Col: 1".
- Bottom Right:** A small "HTML" dropdown menu.

# And now do it yourself

The screenshot shows a developer tools window with a code editor and a toolbox.

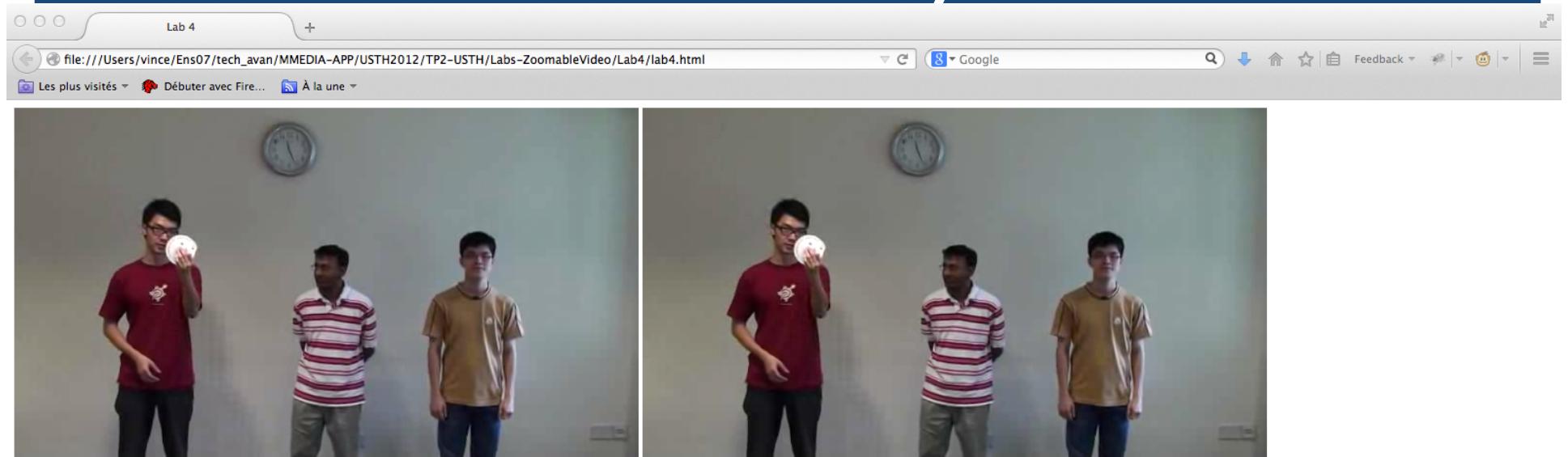
**Code Editor:**

```
1  /* Variables declaration */
2  // Image
3  var video;
4
5  // Canvas and context
6  var canvas;
7  var context;
8
9  function initialize() {
10     // Variables initialization
11     video = document.getElementById("video");
12
13     canvas = document.getElementById("canvas");
14     context = canvas.getContext("2d");
15
16     video.addEventListener("play",timerCallback,false);
17 }
18
19 /* Function calling itself and calling computeFrame() at each execution */
20 function timerCallback() {
21     computeFrame();
22     setTimeout(function () {
23         timerCallback();
24     }, 0);
25 }
26
27 /* Function copying the frame from the video element to the canvas element */
28 function computeFrame() {
29     context.drawImage(video,0,0);
30 }
31
```

**Toolbox:**

- Samples (6.1.2)
  - Abbreviations
  - HTML
  - Sample\_Macros
    - Count words... using "wc"
    - Find in Files
    - http://slashdot.org/
    - Make current file writeable
    - Open New Window
    - Sample Snippet to Insert
    - toggle-word-wrap-edit

# And now do it yourself



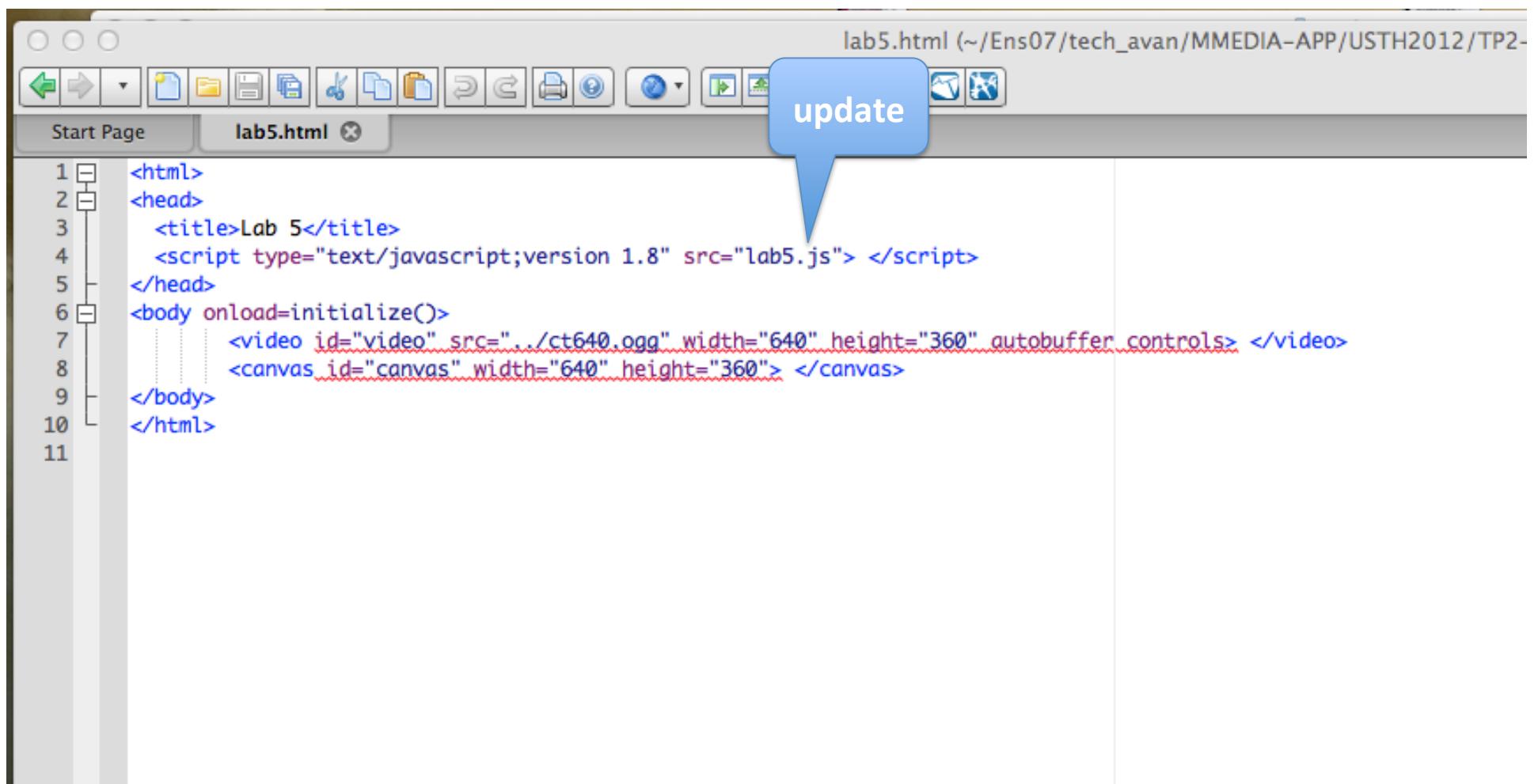
# And now do it yourself

The screenshot shows a web browser window with a code editor open. The title bar reads "lab5.js\* (~/Ens07/tech\_avan/MMEDIA-APP/USTRH2012/TP2-USTRH/Labs-ZoomableVideo/Lab5)". The code editor displays a JavaScript file with various functions and comments. The right side of the interface features a "Toolbox" panel containing a "Samples (6.1.2)" section with several items listed.

```
2 // Image
3 var video;
4 // Canvas and context
5 var canvas;
6 var context;
7
8 function initialize() {
9     // Variables initialization
10    video = document.getElementById("video");
11    canvas = document.getElementById("canvas");
12    context = canvas.getContext("2d");
13    video.addEventListener("play",timerCallback,false);
14    video.addEventListener("click",displayMouseCoordinates,false);
15 }
16 /* Function calling itself and calling computeFrame() at each execution */
17 function timerCallback() {
18     computeFrame();
19     setTimeout(function () {
20         timerCallback();
21     }, 0);
22 }
23 /* Function copying the frame from the video element to the canvas element */
24 function computeFrame() {
25     context.drawImage(video,0,0);
26 }
27 function displayMouseCoordinates(event) {
28     // Position of the click in the page
29     pagePosition = new Array(event.clientX,event.clientY);
30     // Position of the mouse inside the video Element
31     mousePosition = getMousePosition(pagePosition,video);
32     alert("X = " + mousePosition[0] + " and Y = " + mousePosition[1]);
33 }
34
35 /* Functions that allow a user to get the position of their mouse */
36 function getMousePosition(coord,obj) {
37     var scroll = new Array((document.documentElement && document.documentElement.scrollLeft) || window.pageXOffset || self.pageXOffset || document.body.scrollLeft,
38                           (document.documentElement && document.documentElement.scrollTop) || window.pageYOffset || self.pageYOffset || document.body.scrollTop);
39     var offset = findPosition(obj);
40     var mouseVals= Array(coord[0] + scroll[0] - document.body.clientLeft -offset[0],coord[1] + scroll[1] - document.body.clientTop-offset[1]);
41     return mouseVals;
42 }
43
44 function findPosition(obj) {
45     var curleft = curtop = 0;
46     if (obj.offsetParent) {
47         do {
48             curleft += obj.offsetLeft;
49             curtop += obj.offsetTop;
50         } while (obj = obj.offsetParent);
51     }
52     return [curleft,curtop];
53 }
54
```

Ready Mac-Roman Ln: 43 Col: 1 JavaScript 11

# And now do it yourself



The screenshot shows a web-based code editor interface. The title bar reads "lab5.html (~/Ens07/tech\_avan/MMEDIA-APP/USTH2012/TP2-)". The toolbar contains various icons for file operations like Open, Save, Copy, Paste, and Undo/Redo. Below the toolbar, the tab bar shows "Start Page" and "lab5.html". The main area displays the following HTML code:

```
1 <html>
2   <head>
3     <title>Lab 5</title>
4     <script type="text/javascript;version 1.8" src="lab5.js"> </script>
5   </head>
6   <body onload=initialize()>
7     <video id="video" src="../ct640.ogg" width="640" height="360" autobuffer controls> </video>
8     <canvas id="canvas" width="640" height="360"> </canvas>
9   </body>
10 </html>
11
```

A blue speech bubble with the word "update" is positioned above the toolbar, pointing towards the toolbar icons.

# And now do it yourself

