

And now do it yourself

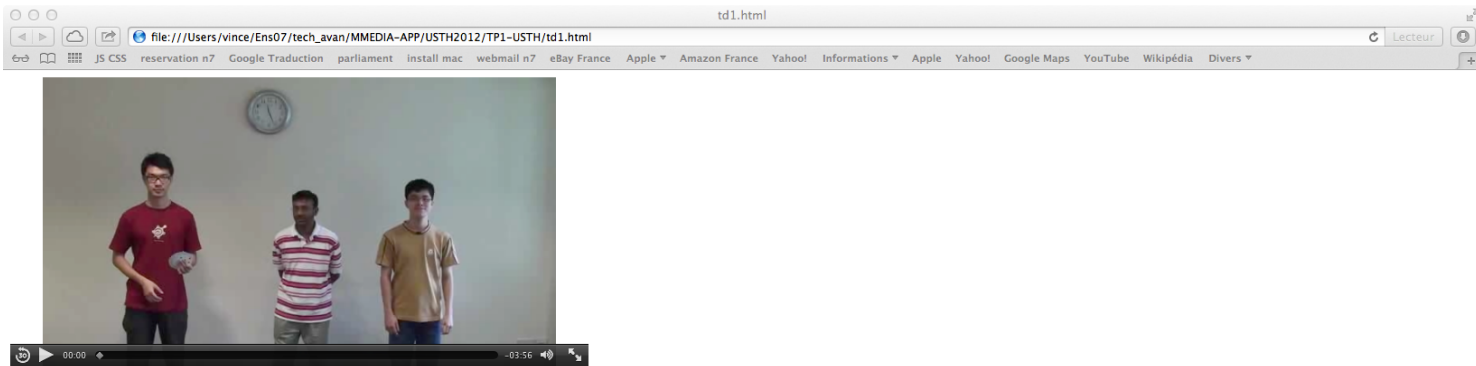
The screenshot shows a web browser window titled "td1.html (~/.Enso7/tech_avan/MMEDIA-APP/USTH2012/TP1-USTH)". The browser's address bar and toolbar are visible at the top. Below the toolbar, there are two tabs: "Start Page" and "td1.html". The main content area of the browser is displaying an HTML editor. The editor shows the following code:

```
1 <html>
2 <head>
3   <title></title>
4 </head>
5 <body>
6 <video id="video" src="ct640.ogg" controls width="640" height="320" autobuffer> </video>
7 </body>
8 </html>
9
```

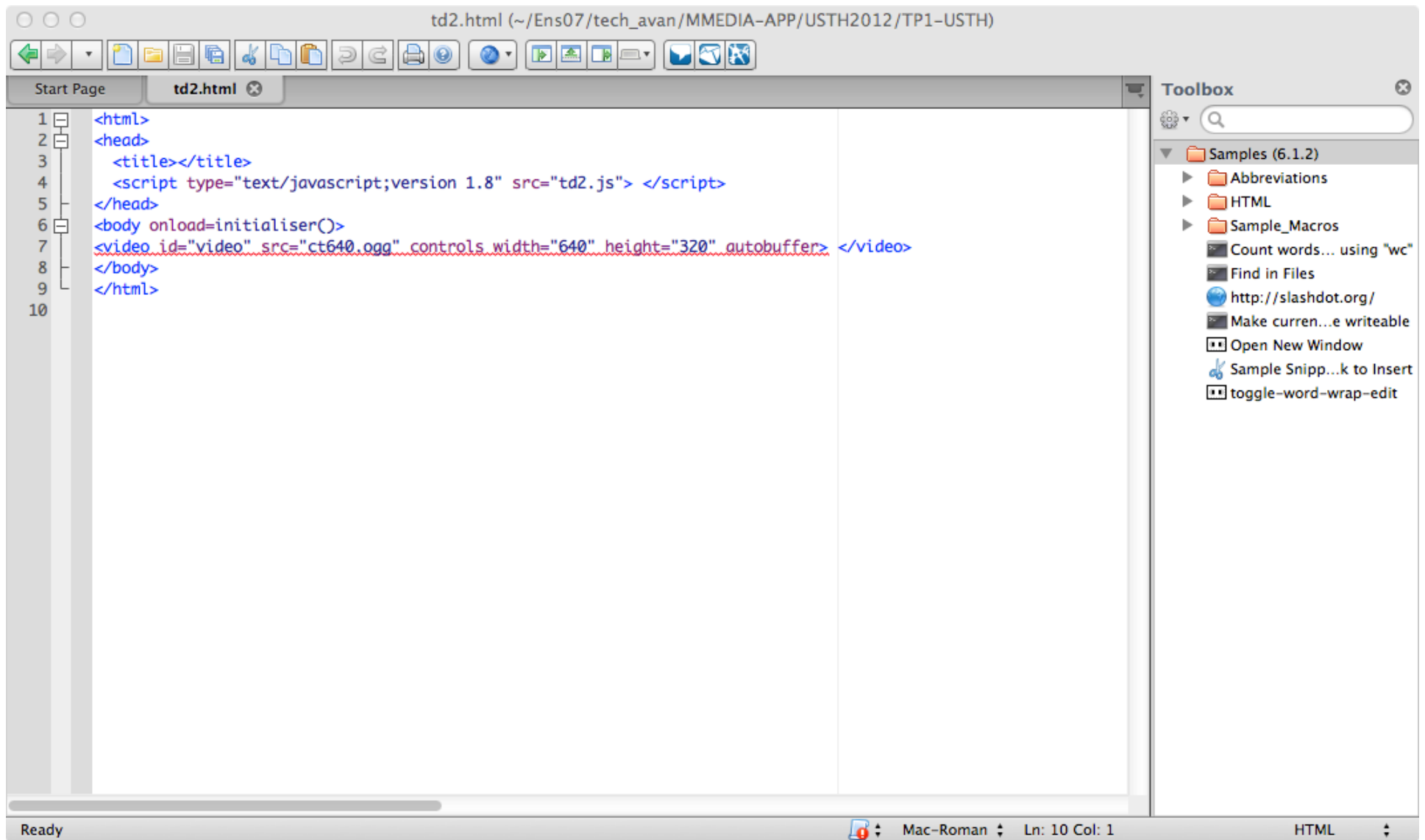
The code is color-coded: blue for tags, black for text, and red for attributes. The video tag on line 6 is highlighted with a red dashed border. To the right of the editor is a "Toolbox" panel with a search bar and a list of tools and samples. The "Samples (6.1.2)" folder is expanded, showing sub-folders like "Abbreviations", "HTML", and "Sample_Macros", along with various utility tools like "Count words... using 'wc'", "Find in Files", "http://slashdot.org/", "Make current...e writeable", "Open New Window", "Sample Snipp...k to Insert", and "toggle-word-wrap-edit".

At the bottom of the browser window, the status bar shows "Ready", a small icon, "Mac-Roman", "Ln: 1 Col: 1", and "HTML".

And now do it yourself



And now do it yourself



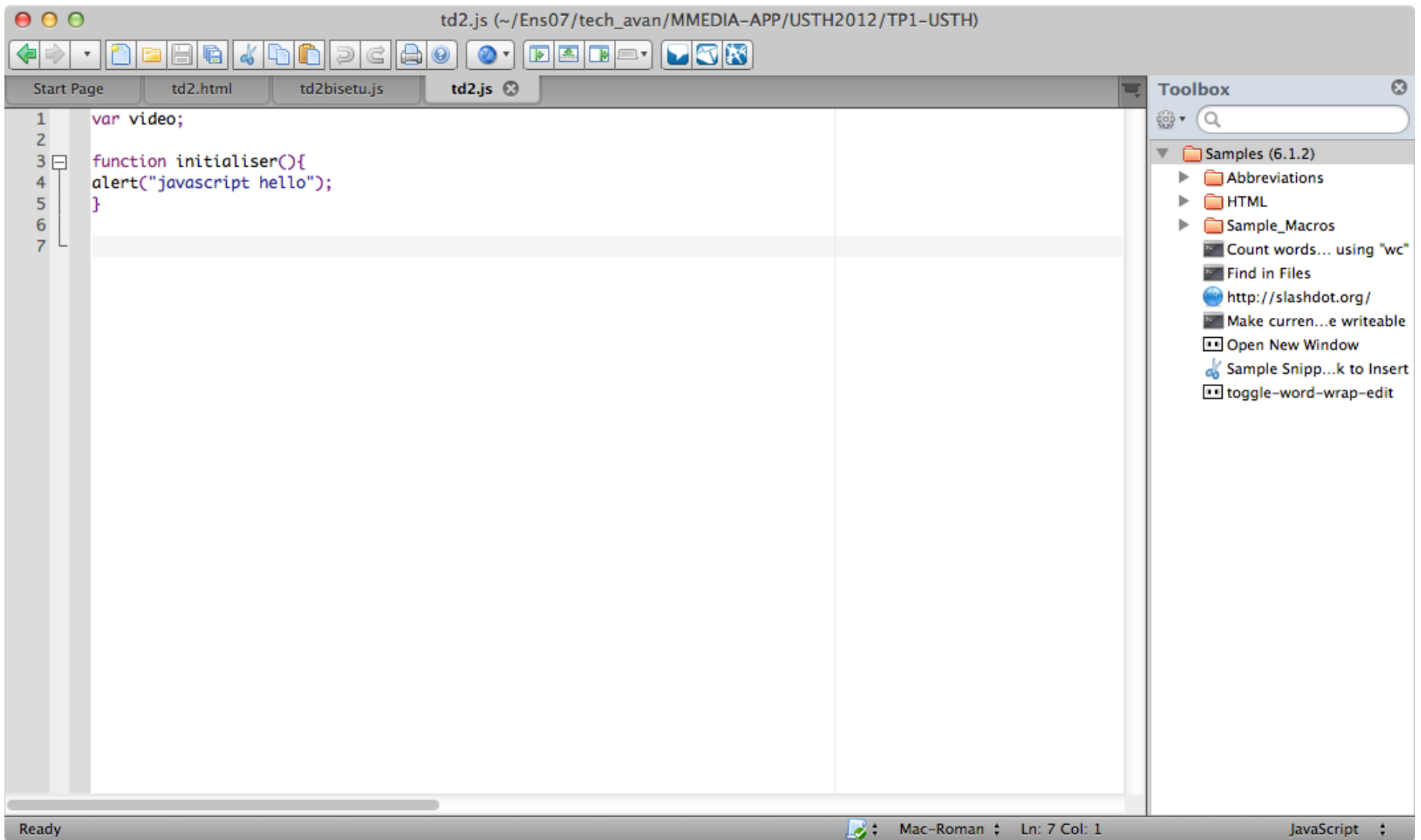
The screenshot shows a web browser window with the title "td2.html (~/.Enso07/tech_avan/MMEDIA-APP/USTH2012/TP1-USTH)". The browser's address bar and toolbar are visible. The main content area displays the HTML source code for "td2.html". The code is as follows:

```
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>
10
```

The video tag on line 7 is highlighted with a red dashed line. To the right of the code editor is a "Toolbox" panel with a search bar and a list of tools and samples, including "Samples (6.1.2)", "Abbreviations", "HTML", "Sample_Macros", "Count words... using 'wc'", "Find in Files", "http://slashdot.org/", "Make curren...e writeable", "Open New Window", "Sample Snipp...k to Insert", and "toggle-word-wrap-edit".

At the bottom of the browser window, the status bar shows "Ready", "Mac-Roman", "Ln: 10 Col: 1", and "HTML".

And now do it yourself



And now do it yourself

The screenshot shows a web browser window with the title "td2.html (~/Ens07/tech_avan/MMEDIA-APP/USTH2012/TP1-USTH)". The browser's address bar is empty. The main content area displays the source code of the page, which includes a video player. The video player is defined by the following HTML code:

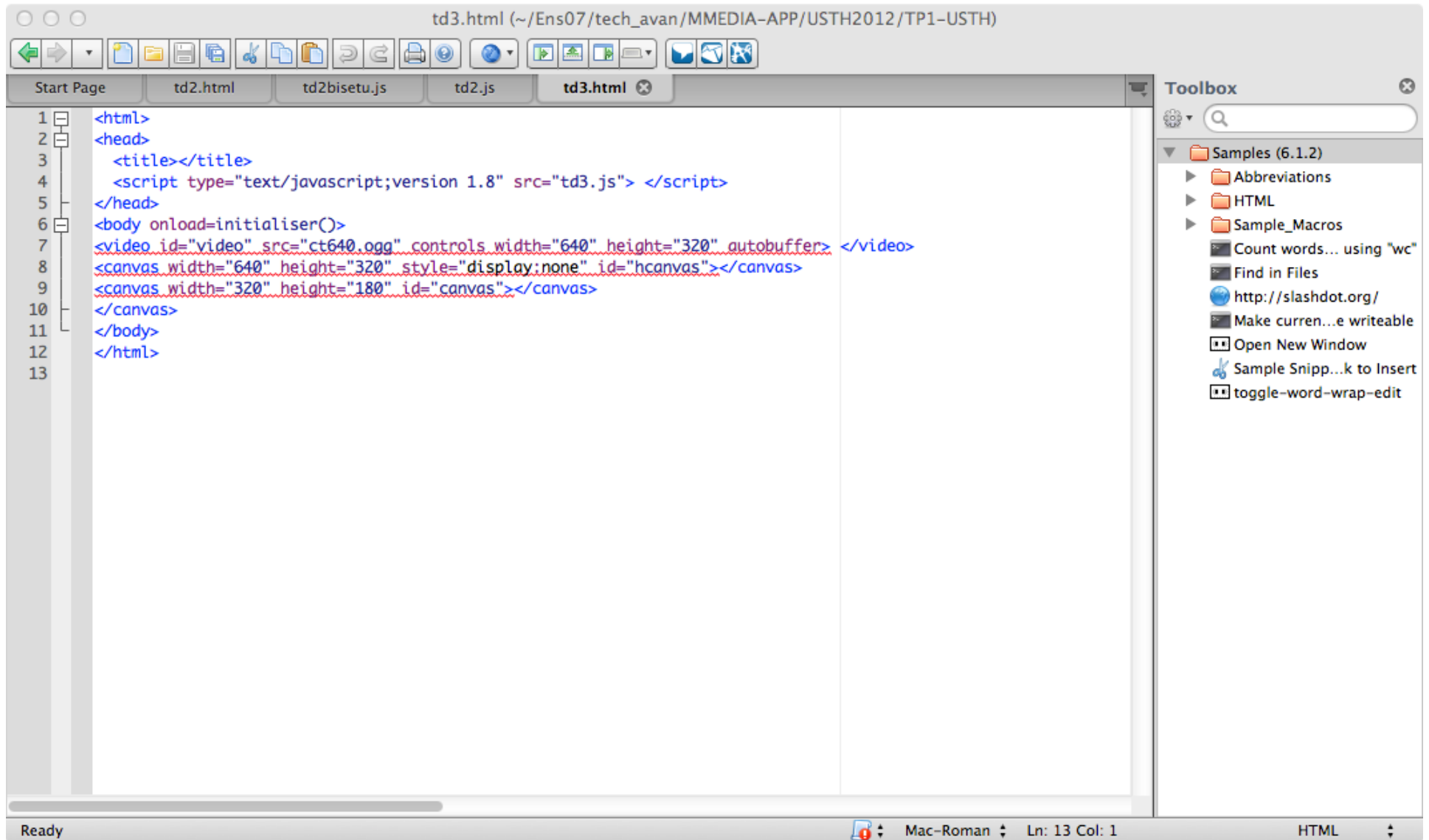
```
1 <html>
2 <head>
3   <title></title>
4   <script type="text/javascript;version 1.8" src="td2.js"> </script>
5 </head>
6 <body onload=initialiser()>
7 <video id="video" src="ct640.ogg" controls width="640" height="320" autobuffer> </video>
8 </body>
9 </html>
10
```

The video player is currently empty. The browser's status bar at the bottom shows "Ready", "Mac-Roman", "Ln: 10 Col: 1", and "HTML".

On the right side of the browser window, there is a "Toolbox" panel. It contains a search bar and a list of tools and samples:

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

And now do it yourself



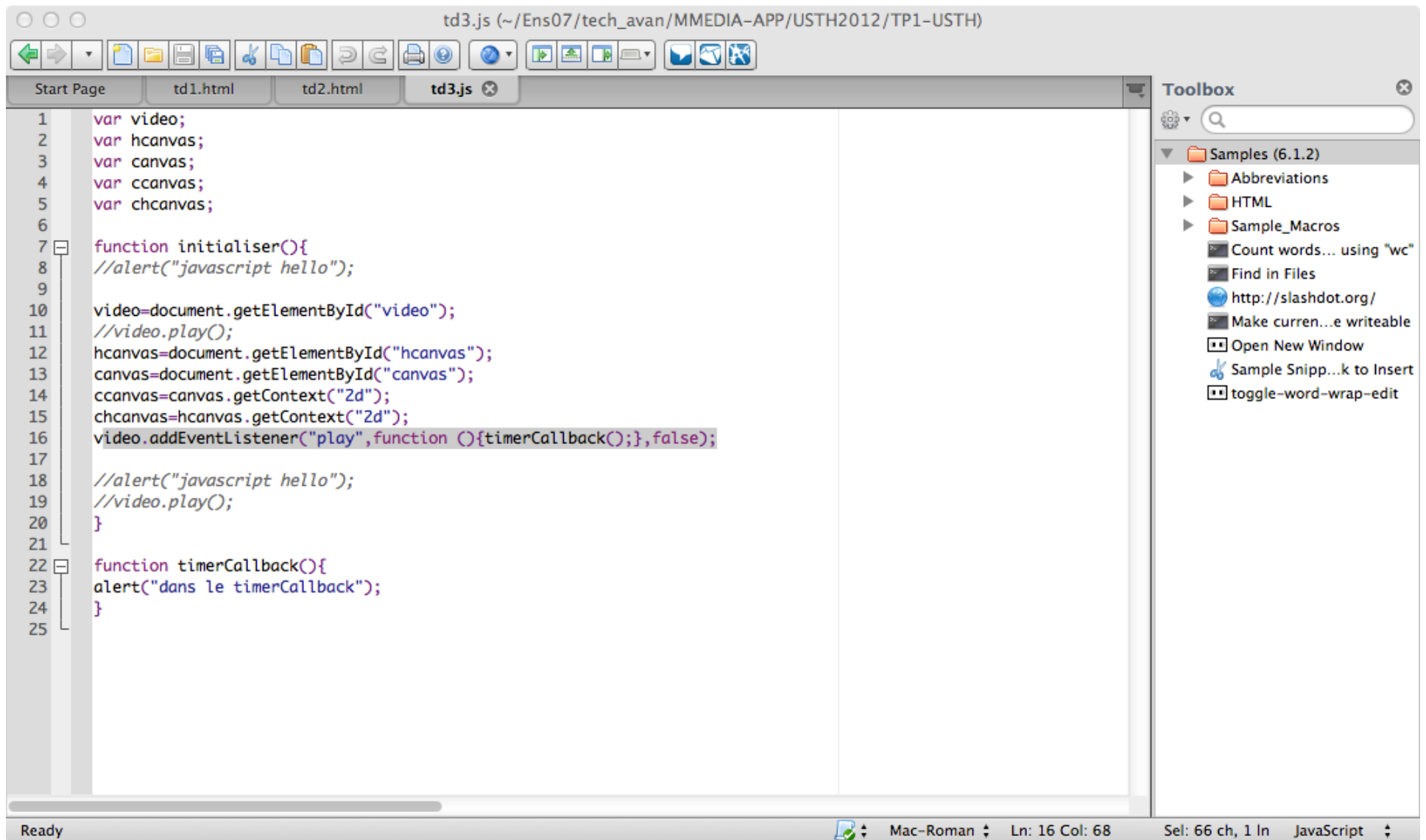
```
1 <html>
2 <head>
3   <title></title>
4   <script type="text/javascript;version 1.8" src="td3.js"> </script>
5 </head>
6 <body onload=initialiser()>
7 <video id="video" src="ct640.ogg" controls width="640" height="320" autobuffer> </video>
8 <canvas width="640" height="320" style="display:none" id="hcanvas"></canvas>
9 <canvas width="320" height="180" id="canvas"></canvas>
10 </canvas>
11 </body>
12 </html>
13
```

Ready Mac-Roman Ln: 13 Col: 1 HTML

Toolbox

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

And now do it yourself

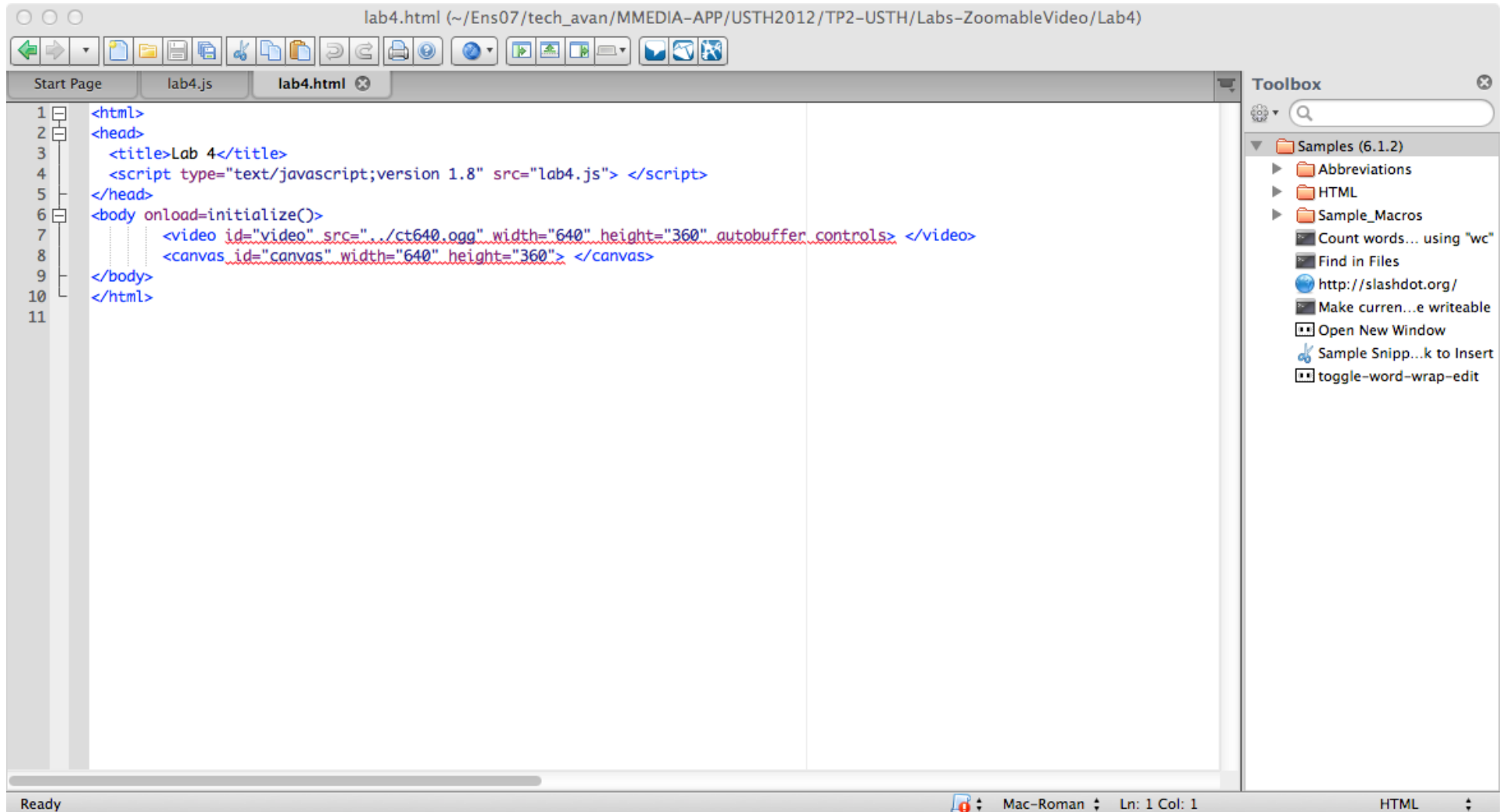


td3.js (~/.Enso7/tech_avan/MMEDIA-APP/USTH2012/TP1-USTH)

```
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 }
25
```

Ready | Mac-Roman | Ln: 16 Col: 68 | Sel: 66 ch, 1 ln | JavaScript

And now do it yourself



lab4.html (~/Ens07/tech_avan/MMEDIA-APP/USTH2012/TP2-USTH/Labs-ZoomableVideo/Lab4)

```
1 <html>
2 <head>
3   <title>Lab 4</title>
4   <script type="text/javascript;version 1.8" src="lab4.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
```

Toolbox

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

And now do it yourself

The screenshot shows a web browser window with the address bar displaying the file path: `lab4.js (~/.Enso7/tech_avan/MMEDIA-APP/USTH2012/TP2-USTH/Labs-ZoomableVideo/Lab4)`. The browser's address bar shows "Start Page" and "lab4.js". The main content area displays the following JavaScript code:

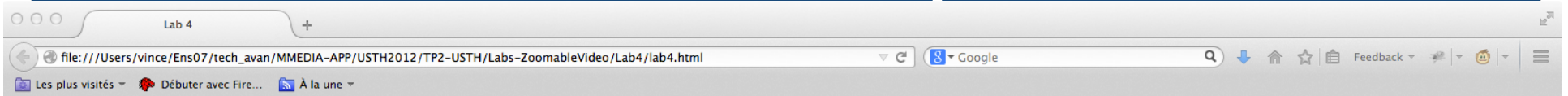
```
1  /* Variables declaration */
2  // Image
3  var video;
4
5  // Canvas and context
6  var canvas;
7  var context;
8
9  function initialize() {
10     // Variables initialization
11     video = document.getElementById("video");
12
13     canvas = document.getElementById("canvas");
14     context = 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
```

The right sidebar shows a "Toolbox" with a search bar and a list of items under "Samples (6.1.2)":

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

The status bar at the bottom indicates "Ready", "Mac-Roman", "Ln: 1 Col: 1", and "JavaScript".

And now do it yourself



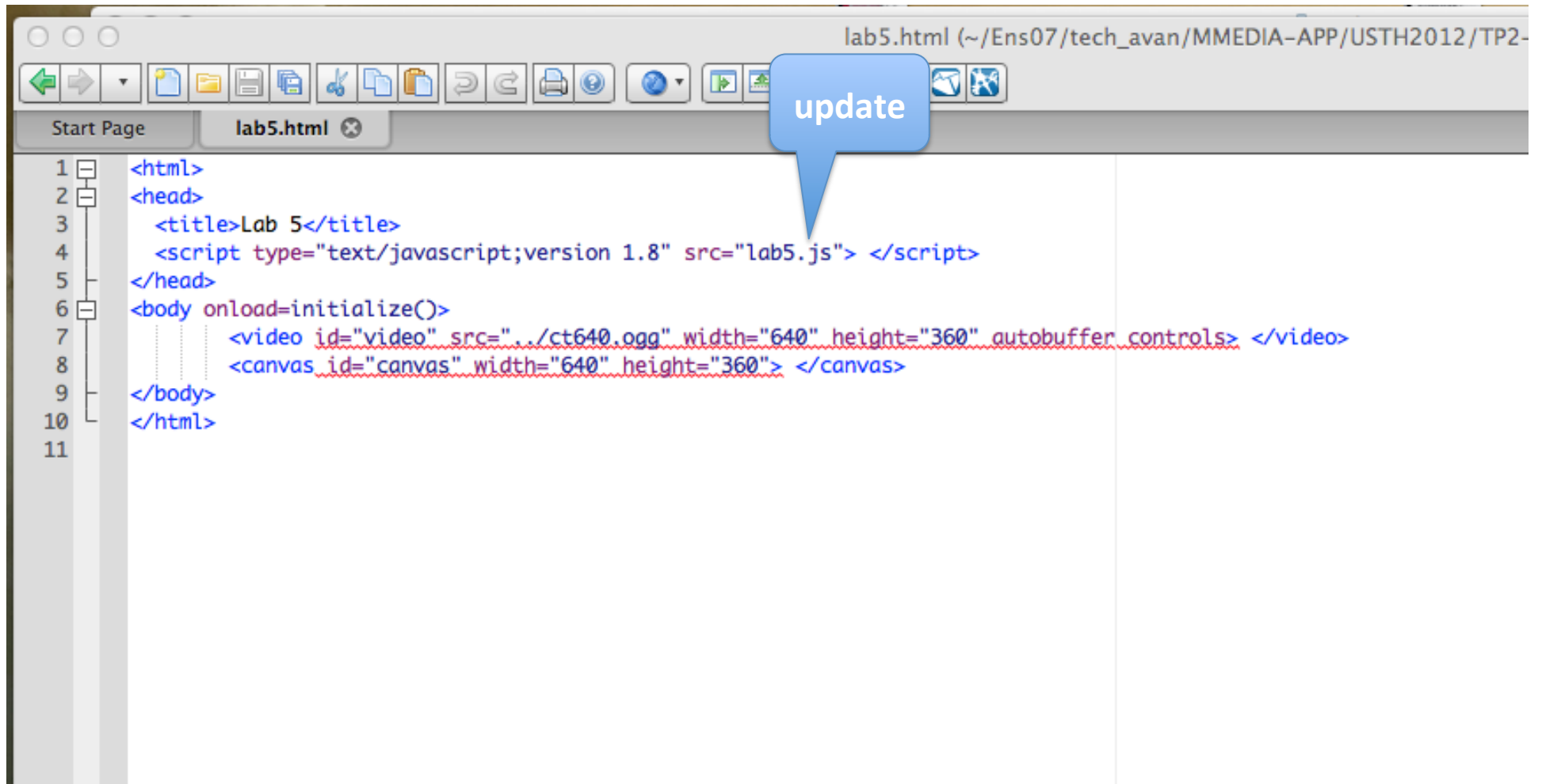
And now do it yourself

```
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.scroll
39 );
40     var offset = findPosition(obj);
41     var mouseVals= Array(coord[0] + scroll[0] - document.body.clientLeft -offset[0],coord[1] + scroll[1] - document.body.clientTop -offset[1]);
42     return mouseVals;
43 }
44
45 function findPosition(obj) {
46     var curleft = curtop = 0;
47     if (obj.offsetParent) {
48         do {
49             curleft += obj.offsetLeft;
50             curtop += obj.offsetTop;
51         } while (obj = obj.offsetParent);
52     }
53     return [curleft,curtop];
54 }
```

Start Page lab5.js *
Toolbox
Samples (6.1.2)
Abbreviations
HTML
Sample_Macros
Count words... using
Find in Files
http://slashdot.org/
Make curren...e write
Open New Window
Sample Snipp...k to Ir
toggle-word-wrap-e

Ready Mac-Roman Ln: 43 Col: 1 JavaScript

And now do it yourself



```
lab5.html (~/Ens07/tech_avan/MMEDIA-APP/USTH2012/TP2-
Start Page lab5.html
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
```

And now do it yourself

