

MM 319 Lab Challenges (Weeks Nine & Ten)

The number one objective of the CS/MM program is to help you learn how to tackle new problems. You've had some (seriously guided) practice over the past few weeks. Here are some problems that extend the envelope, but are all fundamentally based on things you know from the class. This is not an explicitly graded assignment, but you should do your best to find answers for at least half of these questions. We will discuss these near the end of the term.

- 1) The problem for program four requires a whole bunch of files. Maybe life would be easier if we could organize them in some way. Challenge: Find out a way to dynamically determine the location of the Director file and use this information to locate files in subdirectories, then suggest how we can use this to modify the way program four works.
- 2) We'd like to show an image for each of these entities, but there doesn't seem to be much room on the screen. Maybe we could make the image a background for the screen. Here are some questions to address regarding the handling of images:
 - A) How big (pixels and resolution) should the image be?
 - B) How can we make the image fade so the text on the screen is still legible?
- 3) Our knowledge of using the "pointTo" functions for text objects is fine for handling a menu where each line represents another choice. However, hypertext isn't always so simple. Consider these possibilities:
 - A) user clicks a word in some body text and the system goes to a new screen if that word is significant in some way (ie, there is information to build a screen for it). An example of this would be going to a screen for EOU if the user clicks EOU in any text field.
 - B) User clicks a phrase. If the phrase is in some particular font style, such as [#bold, #underline], the system treats it as hypertext and goes to a new screen. This scenario also requires us to be able to selectively change the font styles of specific phrases when we build screens.