

```
1. /**
2.  * trainer.css
3.  *
4.  * week 9 section
5.  * fall 2013
6.  *
7.  * global stylesheet
8.  */
9.
10. html
11. {
12.     height: 100%;
13. }
14.
15. body
16. {
17.     font-family: sans-serif;
18.     height: 100%;
19.     margin: 0;
20. }
21.
22. #logo
23. {
24.     margin-bottom: 10px;
25.     font-size: larger;
26.     font-weight: bold;
27.     margin-top: 20px;
28.     text-align: center;
29. }
30.
31. table
32. {
33.     margin-bottom: 10px;
34.     margin-top: 10px;
35.     margin-left: auto;
36.     margin-right: auto;
37.     table-layout: fixed;
38.     text-align: center;
39. }
40.
41. #pool
42. {
43.     margin-bottom: 10px;
44.     margin-top: 10px;
45.     text-align: center;
46. }
```

```
1. <!DOCTYPE html>
2.
3. <!--
4.
5.   index.html
6.
7.   week 9 section
8.   fall 2013
9.
10.  framework for Dolphin Trainer 2K13
11.
12.  -->
13.
14.  <html>
15.
16.    <head>
17.
18.      <!-- linking in a CSS file using the "href" attribute -->
19.      <link href="css/trainer.css" rel="stylesheet">
20.
21.      <!-- linking in a JavaScript file using the "src" attribute -->
22.      <script src="//ajax.googleapis.com/ajax/libs/jquery/1.10.2/jquery.min.js"></script>
23.      <script src="js/dolphins.js"></script>
24.      <script src="js/trainer.js"></script>
25.
26.      <title>Dolphin Trainer 2K13</title>
27.
28.    </head>
29.
30.    <body>
31.      <div id="logo">
32.        Dolphin Trainer 2K13
33.      </div>
34.      <div id="ocean"></div>
35.      <div id="pool"></div>
36.    </body>
37.
38.  </html>
```

```
1. /**
2.  * dolphins.js
3.  *
4.  * week 9 section
5.  * fall 2013
6.  *
7.  * details on dolphins
8.  * (length measured in feet; weight measured in pounds)
9.  */
10.
11. var DOLPHINS = [
12.   {
13.     name: "Grace",
14.     type: "Common Dolphin",
15.     genus: "Delphinus",
16.     length: 7.2,
17.     weight: 250,
18.     picture: "http://upload.wikimedia.org/wikipedia/commons/6/6b/Comdolph.jpg"
19.   },
20.   {
21.     name: "Lili",
22.     type: "Bottlenose Dolphin",
23.     genus: "Tursiops",
24.     length: 9.8,
25.     weight: 850,
26.     picture: "http://upload.wikimedia.org/wikipedia/commons/3/30/Dolphintursiops.jpg"
27.   },
28.   {
29.     name: "Wren",
30.     type: "Dusky Dolphin",
31.     genus: "Lagenorhynchus",
32.     length: 5.5,
33.     weight: 210,
34.     picture: "http://upload.wikimedia.org/wikipedia/commons/1/13/DuskyDolphin.jpg"
35.   },
36.   {
37.     name: "Susannah",
38.     type: "Killer Whale",
39.     genus: "Orcinus",
40.     length: 21,
41.     weight: 8000,
42.     picture: "http://upload.wikimedia.org/wikipedia/commons/3/37/Killerwhales_jumping.jpg"
43.   },
44.   {
45.     name: "Chris",
46.     type: "White-Beaked Dolphin",
47.     genus: "Lagenorhynchus",
48.     length: 7.7,
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49.     weight: 400,
50.     picture: "http://www.crru.org.uk/cust_images/cetaceans/whitebeak1.jpg"
51.   },
52.   {
53.     name: "Jordan",
54.     type: "Atlantic Spotted Dolphin",
55.     genus: "Stenella",
56.     length: 7.5,
57.     weight: 310,
58.     picture: "http://www-tc.pbs.org/odyssey/images/20050419_daily2_b.jpg"
59.   }
60. ];
```

```
1. /**
2.  * trainer.js
3.  *
4.  * week 9 section
5.  * fall 2013
6.  *
7.  * train dolphins
8.  */
9.
10. $(document).ready(function()
11. {
12.     // put all of the dolphins in the ocean
13.     ocean_array = [];
14.     $.each(DOLPHINS, function(index, value)
15.     {
16.         ocean_array.push(value);
17.     });
18.
19.     // no dolphins are in the pool to begin with
20.     pool = null;
21.
22.     // draw the ocean
23.     draw_ocean();
24.
25.     // train a dolphin when its picture is clicked
26.     // TODO
27.
28.     // set a dolphin free when the button is clicked
29.     // TODO
30. });
31.
32. /**
33.  * draws the ocean
34.  */
35. function draw_ocean()
36. {
37.     // start HTML string
38.     var html = "<table><col width='150'><col width='150'><col width='150'><tr>";
39.
40.     // store pictures of dolphins in the ocean in an HTML string
41.     // TODO
42.
43.     // end HTML string
44.     html += "</tr></table>";
45.
46.     // print out HTML string
47.     $("#ocean").html(html);
48. }
```

```
49.
50. /**
51.  * draws the pool
52.  */
53. function draw_pool()
54. {
55.     // TODO
56. }
57.
58.
59. /**
60.  * moves a dolphin from the ocean to the pool
61.  */
62. function train(index)
63. {
64.     // TODO
65. }
66.
67. /**
68.  * moves a dolphin from the pool to the ocean.
69.  */
70. function set_free(index)
71. {
72.     // TODO
73. }
```

```
1.  /**
2.   * trainer_completed.js
3.   *
4.   * week 9 section
5.   * fall 2013
6.   *
7.   * train dolphins
8.   */
9.
10. $(document).ready(function()
11. {
12.     // put all of the dolphins in the ocean
13.     ocean_array = [];
14.     $.each(DOLPHINS, function(index, value)
15.     {
16.         ocean_array.push(value);
17.     });
18.
19.     // no dolphins are in the pool to begin with
20.     pool = null;
21.
22.     // draw the ocean
23.     draw_ocean();
24.
25.     // train a dolphin when its picture is clicked
26.     $("#ocean").on("click", "td img", function()
27.     {
28.         train($(this).data("index"));
29.     });
30.
31.     // set a dolphin free when the button is clicked
32.     $("#pool").on("click", "input", function()
33.     {
34.         set_free($(this).data("index"));
35.     });
36. });
37.
38. /**
39.  * draws the ocean
40.  */
41. function draw_ocean()
42. {
43.     // start HTML string
44.     var html = "<table><col width='150'><col width='150'><col width='150'><tr>";
45.
46.     // store pictures of dolphins in the ocean in an HTML string
47.     $.each(ocean_array, function(index, value)
48.     {
```

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49.         // three dolphins per row
50.         if (index % 3 == 0 && index > 0)
51.         {
52.             html += "</tr><tr>"
53.         }
54.
55.         // store a dolphin if it's not being trained
56.         if (value == null)
57.         {
58.             html += "<td></td>";
59.         }
60.         else
61.         {
62.             html += "<td><img src='" + value.picture + "'";
63.             html += "data-index='" + index + "' width='150' height='100'></td>";
64.         }
65.     });
66.
67.     // end HTML string
68.     html += "</tr></table>";
69.
70.     // print out HTML string
71.     $("#ocean").html(html);
72. }
73.
74. /**
75.  * draws the pool
76.  */
77. function draw_pool()
78. {
79.     // start HTML string
80.     var html = "";
81.
82.     // check if a dolphin is in the pool
83.     if (pool != null)
84.     {
85.         html += "<p>Now training " + pool.name + "</p>";
86.         html += "<p>Type: " + pool.type + "</p>";
87.         html += "<p>Genus: " + pool.genus + "</p>";
88.         html += "<p>Length: " + pool.length + " feet</p>";
89.         html += "<p>Weight: " + pool.weight + " pounds</p>";
90.         html += "<input type='button' value='Set Free' data-index=" + pool.index + ">";
91.     }
92.
93.     // print out HTML string
94.     $("#pool").html(html);
95. }
96.

```

```
97.  
98. /**  
99.  * moves a dolphin from the ocean to the pool  
100. */  
101. function train(index)  
102. {  
103.     // only one dolphin can be trained at a time  
104.     if (pool != null)  
105.     {  
106.         alert("You're already training a dolphin!");  
107.         return;  
108.     }  
109.  
110.     // remove chosen dolphin from the ocean and put in the pool  
111.     pool = ocean_array[index];  
112.     pool.index = index;  
113.     ocean_array[index] = null;  
114.  
115.     // draw the ocean and the pool  
116.     draw_ocean();  
117.     draw_pool();  
118. }  
119.  
120. /**  
121.  * moves a dolphin from the pool to the ocean.  
122. */  
123. function set_free(index)  
124. {  
125.     // remove the dolphin from the pool and put in the ocean  
126.     ocean_array[index] = pool;  
127.     pool = null;  
128.  
129.     // draw the ocean and the pool  
130.     draw_ocean();  
131.     draw_pool();  
132. }
```