CHAPTER 7
PROJECT

Web Programming with HTML5, CSS, and JavaScript/First Edition

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Create a child's animal alphabet web page.

Although you may implement an entire alphabet of animals, you are only required to implement animals for A, B, C, D, and E. The top of your page should look like this:

A | B | C | D | E

Each letter is a link. Each vertical bar is simply the vertical bar character on your keyboard. When the user clicks a letter, the user jumps to a section within the web page that contains information about an animal whose name starts with that letter. For example, you could use an anteater, antelope, etc. for the letter A's animal. The animal's "information" consists simply of (1) a text label, (2) a picture of the animal, and (3) either an audio player for a sound the animal makes or an "under construction" icon. You are required to provide an audio player with a sound for at least one of your animals.

You must implement the letter links shown above so their underlines are not displayed. When the user hovers his/her mouse over one of the letters, the letter's background color should change to a different color. To implement that effect, use CSS, not JavaScript.

Include a link at the bottom of the page with a label that indicates that the link takes the user back to the top of the page.

Design your web page so that it is aesthetically pleasing.

You must create and use your own shortcut icon.

You must use CSS table values (not a `table` element) to position the animal information. In using a table, you should have at least two cells in each row. If you have just one cell for each row, then (1) the table will provide no layout benefit and (2) your content will be too narrow.

EXTRA CREDIT:

Find a kid-oriented, fun web font and use it for the text in your web page.