JavaScript Functions with Parameters 3

It’s possible to do some really neat things with parameters. What I am going to show you is how to create an improved version of a thumbnail gallery. When you click on the thumbnail, it will cause a larger version of the image to pop up in the same page, and change the text in the table to something meaningful.

The first part I want to discuss is the html code for the page. What I have is a couple of thumbnails (images as links). An addition to the anchor tag is the title attribute, which is some text that will show up like a tooltip if the user hovers over the link. For the onclick event handler, I am calling a function called changePic() which I will write, and then I have return false. This return false causes the anchor tag not to open the link clicked on. It overrides its default behavior.

In the onclick event handler, I am sending “this” as a parameter. What this means is you are sending a reference to the current element (the anchor tag) so you will be able to access the various attributes of the anchor tag from inside the function by referring to the parameter.

I also have an image tag called mytag and an h1 element called mycaption that I will be changing to display the larger image and text when the user clicks on the link.

Source code (in the body)

```html
<h1>More Fun with Functions (and parameters)</h1>

<hr>
<a href="judgedredd.jpg" title="A british comic book character"
   onclick="changePic(this); return false">
   <img src="judgedredd_small.JPG" alt="something">
</a>

<a href="vangogh.jpg" title="A pic of a farm house?"
   onclick="changePic(this); return false">
   <img src="vangogh_small.jpg" alt="A pic I like">
</a>

<hr>
<img src="redcrab.jpg" alt="red crab again"
     height="400" width="600"
     id="mytag">
<br>
<h1 id="mycaption">A picture of a crab</h1>
```