Assignment 12 (NF, minor subject)

Due: Friday 03.02.2017; 14:00h (1 Week)

Goals

After doing the exercises,

- You know the basic principle of paywalls.
- You can control movies and audio on web sites

Task 1: Video PayWall   Difficulty: Medium

Paywalls are used on websites to restrict access to content. Usually, pieces of content are available freely. When the users have seen a certain number of articles or watched a certain length of a video, they have to pay to continue. Newspapers, magazines, and streaming services do this.

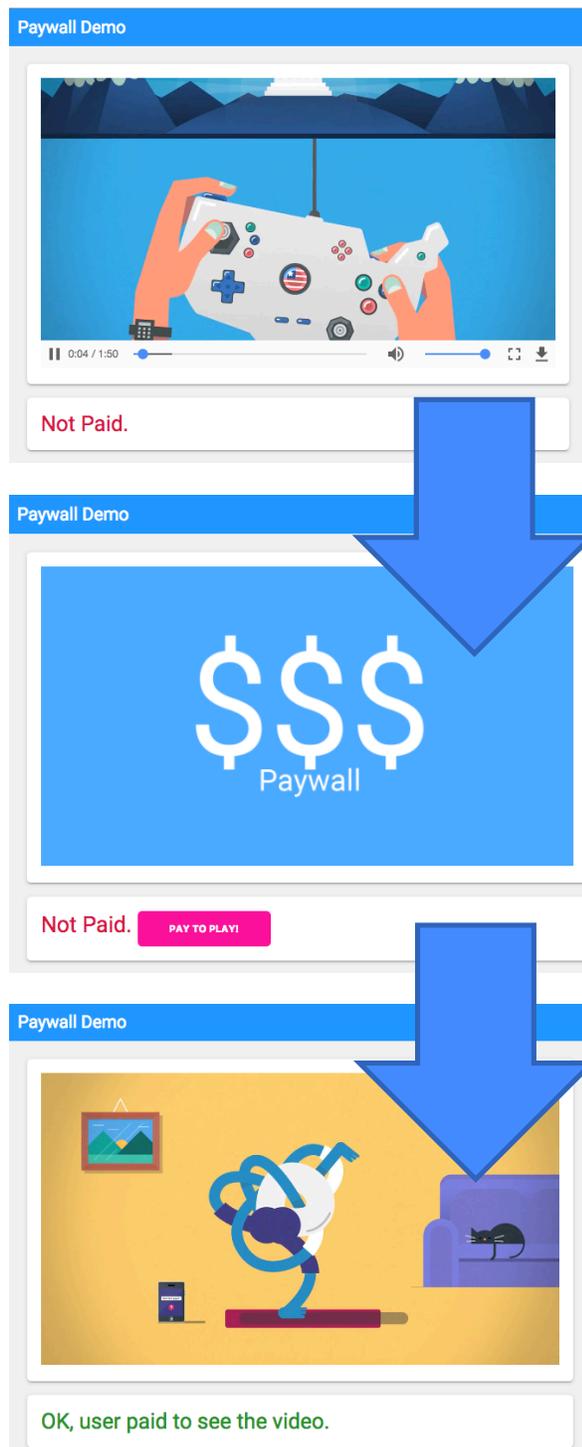For this task, you create a paywall for video content using the <video> element.

- The user can watch the first 5 seconds of the video
- Then, the video stops and a paywall image is shown (http://www.medien.ifi.lmu.de/lehre/ws1617/mmn/uebung/material/paywall.png)
- User clicks the "Pay to play" button.
- Then we assume the user has paid and the video continues.

Here are a couple of things to consider:

1. You need an event handler to find out, if the video has already played beyond the 5-second border. The `timeupdate` event is helpful here.
2. Using jQuery, set the value of the `poster` attribute of the <video> element once the paywall has been reached. The .attr() method does the trick.
3. To stop the playback and actually display the poster image, it is necessary that you remove the source of the video with JavaScript inside the `timeupdate` event handler. To remove the source, you can simple override it with an empty String using the .attr() method.
4. Disable the controls while the paywall image is showing. Again the .attr() method helps.
5. Show the "Pay to Play" button when the paywall is reached.
6. Add a `click` event handler to the "Pay to Play" button.
7. Inside the click event handler, update the source of the video element to continue playing the video. Also, remove the timeupdate event handler with jQuery's .off() method.

Here's the process:

Paywall is reached after 5 seconds.

User clicks „Pay to Play" button.

Put your solution into the folder 'task1'. You can use the provided code skeleton to get started.

Task 2: Prepare for the exam   Difficulty: Depends

Reminder: We collect questions on this webpage until **February 3rd**:

https://mimuc-mmn.firebaseapp.com/

Questions!

Submit your questions anonymously and get them answered publicly.

Your Question:

💾 SUBMIT

All Questions

Is Polymer going to be part of the exam?

Your Questions

Is Polymer going to be part of the exam?

Feel free to enter your questions right there and we'll put the answers online.

If you want to participate in the exam, make sure to **register on UniWorX by February 13 10:00.**

Submission

Please turn in your solution via UniWorX as a ZIP archive. You can form groups of up to four people.

We encourage you to sign up for our Slack Team! All you need is a CIP account and an email address that ends in "@cip.ifi.lmu.de". Ask us if you don't know how to get them.

If you have questions or comments before the submission, please contact one of the tutors. They are on Slack: @tobi.seitz, @peterjuras and @thomas-weber. Remember, that they also want to enjoy their weekends ☺

It also makes a lot of sense to ask questions directly in our #mmn-ws1617 channel. Maybe fellow students can offer help or benefit from the answers, too!

CodeLabs

As always, everyone is invited to participate in the CodeLabs on Wednesday between 6 and 8 pm. We encourage you to go there if you struggle with installation or nasty bugs that just don't seem to go away. The times are flexible, so you can go there sometime during the CodeLab.