# WTOnline Rollover

Idea: Use a rollover in your online course to give an immediate answer to a question or to hide an answer from a student until the student has thought about the question (or impatiently surrenders).

Procedure:

Step 1: Create a .gif using Fireworks or some other draw program. Since the example is only going to be viewed on a computer screen, you can set the resolution to 72 dpi. I've created a question graphic and called it *question1.gif* (the graphic below on the left) and an answer as *answer1.gif* (the graphic on the right). Upon entering the page, the viewer is only going to see the graphic on the left. When the mouse is placed anywhere over question1.gif, question1.gif will be replaced [in the exact, same place occupied by question1.gif] by the answer ("12"). When the mouse is moved out of the boundary of question1.gif, question1.gif will reappear.

**question1.gif**                    **answer1.gif**



Normal state                    This is the graphic that is substituted
                                when the mouse is placed over
                                the question1.gif graphic

Step 2: Upload the images to the appropriate folder. When I edit my .html page, I put my cursor where I want this question placed, then pull down "Insert" "HTML" on the menubar, paste in the following

**<img src="question1.gif" alt="question 1"**
**onmouseover="this.src='answer1.gif'"**
**onmouseout="this.src='question1.gif'">**

click "Insert," and then update. (All the quote and apostrophe marks have to be exactly as above.)

Result: After I publish the page, whenever I move the cursor over the question, the answer image is substituted for the question. When I move the cursor away, the question comes back.

Note: 1. It's possible to do what you see above, that is, put the cursor over the graphic on the left and reveal a graphic on the right, but that's a lot more work. 2. If you're working with buttons, such as a graphic called buttonup and buttondown, and you want to permanently substitute one for another, such as making something happen or going to another page, you'll want to use onclick with a onmouseover, but that's another lesson.