

JAVASCRIPT - IMAGE MAP

You can use JavaScript to create client-side image map. Client-side image maps are enabled by the **usemap** attribute for the `` tag and defined by special `<map>` and `<area>` extension tags.

The image that is going to form the map is inserted into the page using the `` element as normal, except that it carries an extra attribute called **usemap**. The value of the `usemap` attribute is the value of the `name` attribute on the `<map>` element, which you are about to meet, preceded by a pound or hash sign.

The `<map>` element actually creates the map for the image and usually follows directly after the `` element. It acts as a container for the `<area />` elements that actually define the clickable hotspots. The `<map>` element carries only one attribute, the **name** attribute, which is the name that identifies the map. This is how the `` element knows which `<map>` element to use.

The `<area>` element specifies the shape and the coordinates that define the boundaries of each clickable hotspot.

The following code combines imagemaps and JavaScript to produce a message in a text box when the mouse is moved over different parts of an image.

```
<html>

  <head>
    <title>Using JavaScript Image Map</title>

    <script type="text/javascript">
      <!--
        function showTutorial(name){
          document.myform.stage.value = name
        }
      //-->
    </script>

  </head>

  <body>
    <form name="myform">
      <input type="text" name="stage" size="20" />
    </form>

    <!-- Create Mappings -->
    

    <map name="tutorials">
      <area shape="poly"
            coords="74,0,113,29,98,72,52,72,38,27"
            href="/perl/index.htm" alt="Perl Tutorial"
            target="_self"
            onMouseOver="showTutorial('perl')"
            onMouseOut="showTutorial('')"/>

      <area shape="rect"
            coords="22,83,126,125"
            href="/html/index.htm" alt="HTML Tutorial"
            target="_self"
            onMouseOver="showTutorial('html')"
            onMouseOut="showTutorial('')"/>

      <area shape="circle"
            coords="73,168,32"
            href="/php/index.htm" alt="PHP Tutorial"
            target="_self"
            onMouseOver="showTutorial('php')"
            onMouseOut="showTutorial('')"/>
    </map>
  </body>
</html>
```

```
        target="_self"
        onMouseOver="showTutorial('php')"
        onMouseOut="showTutorial('')"
    </map>
</body>
</html>
```

Output

You can feel the map concept by placing the mouse cursor on the image object.

